

VOLUME 1

JULY 98

ISSUE 3

NEW AGE GAMING

S O U T H A F R I C A

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Electronic Entertainment Expo
E3

**REPORT
BACK**

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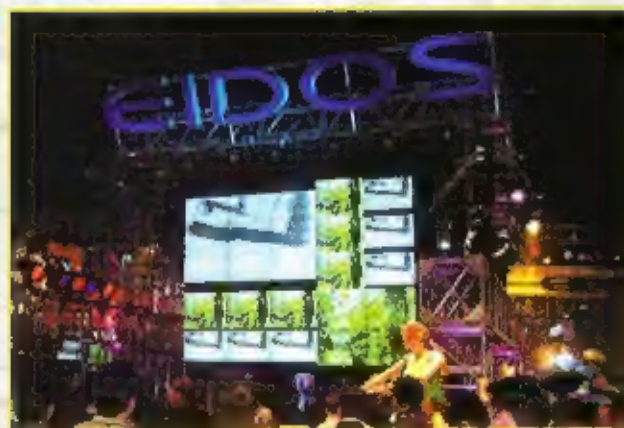
Hello Gamers

This issue is something special with the E3 preview covering an amazing amount of games to be released over the next few months. Unfortunately we could not fit in all of the titles due to limited space, but we will complete it in the next issue.

A good showing from the games released from Star Kinkor Interactive has PlayStation owners revelling at titles such as Gran Turismo and Resident Evil 2, who both walked off with awards. On the PC side there can be only one UNREAL which has taken over the New Age Gaming office and regularly gets the guys in trouble due to their lack of constructive work (I thought playing UNREAL was constructive). A top showing and the highest score ever goes it's way and will take a serious game to get near a score of that again, considering that NAG's 93% compares with other publications 96%. We don't foresee a title dropping that score in the year to come (I guess the boys haven't seen Tiberian Sun yet).

We have also including an interesting section for gamers looking into developing games with the Demo Scene, written by one of South Africa's leading demo junkies, Paul Furber. I'm sure the coming months should inform you of where to start and what is needed to enter the industry. Over the course of this issue I have come to realise the magnitude of the industry we are in. After covering E3 in Atlanta and brushing shoulders with the elite of the gaming world, there are a few lessons to be learned. One of which is the tremendous amount of catch-up we have to cover to even come close to the western world markets. Another, the level of professionalism that is shown far exceeds anything our industry can offer. A large amount of work and effort is to be put in, especially on the publishing and public relations side. Our market is still considered to be a pin-drop in the global factor and from what I could tell it's absolutely right. Nevertheless, after interviews with the larger distributors, a positive feedback was given as they commented on the growth in sales that is steadily climbing to acceptable levels. Before large sums of money can be invested into South Africa, we must impress upon the industry giants that we have the infrastructure to support bigger ventures into local gaming. Such ideas as local servers supporting a larger range of games, Battle.net which has tremendous bandwidth needs. Professional Gaming League's that have the backing of local sponsors. These are just a few of the ideas that must become reality to market and improve the status of gaming in South Africa. The pirates are costing our local distributors a fortune as we rate in the top ten in this category. Everybody's feeling the pinch at this point in time due to the economic task of control, but if we are to fight for more, we need to give more. This is our only way of raising the levels enough to support a fully functional gaming industry, filled with competitions, give-a-ways, leagues and larger ranges of products.

I would like to thank the gamers for supporting our mag, as we are steadily climbing up the sales charts and competing with the big boys (no names). Until next month, GAME AWAY.



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A new section dedicated to the demo scene in and around South Africa, written by Paul Furber.

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The second of a three part Strategy Guide that gives you everything you wanted to know about the Zerg's.

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The Web



Low and behold! We are finely going places with gaming online, the providers are starting to take notice of our small community.

MWEB has recently launched Gamezone at

www.gamezone.mweb.co.za

their aim is to cater to the gaming community of South Africa. All of their servers will be open to everyone, even if you are on another Service Provider. There is of course the extra incentive to get an MWEB account to increase your ping times. MWEB will be hosting competitions online for those with accounts, of course you will also get that extra low ping rate and wear the honored title of a LPB (Low Ping Bastard for those who don't know). Prizes for these competitions will consist of hardware and software. Hmm... prize! The word that beckons like jewelry beckons to a woman and if the prizes are any good, gamers should contemplate getting an account with MWEB, since I'm sure we are all in need of a serious upgrade.

The site is being run by "Gosh" AKA "Schwann", him being the Gamesmaster. I had a nice long conversation with him and he seems like an honest too goodness game junky. One piece of important info he did give me is that

Gamezone sits on MWEB's backbone and has 3-Mb of bandwidth. With that kind of speed most gamers will get a decent ping for a change. MWEB is putting a lot of money into this venture and have bought a Pentium II system running dual PII 333 MHz chips with 256 MB of RAM.

Gamezone is currently still in beta phase. Many of its implementation but things look promising with a Quake II Lithium and a Quake II CIT

server running at the moment. This server is aptly named 'Kalahari' for one or other reason. A frag log is available as well just in case your buddies won't



believe you kicked some serious butt. Gamezone is also looking into putting up a few Quake II mod servers and is evaluating a bunch of popular mods that are available. In my opinion a Jailbreak II and Rocket Arena II mod server would rock.

By the time you read this there will be an Unreal server up and running as well. Yes you heard me right Unreal.

Unreal will be one of the many servers MWEB will run at Gamezone and there will be games to cater to everyone's needs. They are planning to put up some simulation and strategy games and could use your feedback. They need to know what all you gamers out there would like to see in these sections so head over to www.gamezone.mweb.co.za and give them some feedback. It's the only way your going to get what you're looking for. If you feel the need to drop us a line at NAG we will gladly see that it gets to them.

Gamezone also have a web board up and running where gamers can chat and help out newbies who might have some problems, as well as a Java chat client. I did mention to "Schwann" that an IRC server would be more appropriate, but they are trying to keep things

fairly simple for newcomers to the gaming community. He did say that they would look into implementing an IRC server as well if there is enough demand.

Overall the site is very well structured, they are up to date with their patch section, MWEB is dedicated, and the servers have some decent bandwidth. All they need now are some gamers who will support their site and I don't think they will have a problem once the word spreads.

Gaming is looking brighter by the month and I hope some of the other larger ISP's will take note and offer similar services so that online gaming can grow in South Africa. The only way from here is up, with South African gaming having along way to go to catch up to our overseas counterparts.

Expect to see me online fragging away when the Unreal server goes up. I will be using my usual nick 'Soul Assassin' so don't be shy and say hi. If you have any comment or suggestions on this article or would like to see me cover one of your favourite gaming sites just drop me some e-mail at assassin@nag.co.za.

Finally South Africans have a dedicated gaming Service Provider that offers affordable rates and good pings.
DarkSkies wades through the surf to give us the low down on MWEB's GAMEZONE.



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NAG June Competition Winners

Here are the 10 lucky winners for our June Competition. Each one will receive a copy of World Cup '98 sponsored by NAG and Electronic Arts Africa.

Christopher Wheeler from Bryanston
George Vasco from Rietstuit
C. van Wyle from Wellington
Ivor van der Bijl from Brixton
Kobus Jansen van Rensburg Jnr. from Garsfontein
Basil Balkson from Brixton
David Verreyne from Seaview
Daniel Avnon from Greytown
M. Ackerman from Faerie Glen
Adam Uebman from Lyndhurst

Congratulations! Your copy is on its way via our postal system. Don't worry, they are insured just in case some Post Office employee decides he wants it for himself.

Duke Nukem Forever To Use Unreal Engine



In surprising news 3D Realms announced that they have licensed the Unreal engine for Duke Nukem Forever. Up until now 3D Realms has used the Quake II engine to develop DNF. According to 3D Realms the scripting abilities of the Unreal engine is what changed their mind, as well as excellent after sales support provided by Epic Megagames.

"We don't feel there will be a significant development delay, but there will be a slight one as we move over to the new engine. But this is analogous to people moving from the Quake 1 to the Quake 2 engine. Our game data will convert right over, without a hitch" - George Broussard
He also commented that there are no hard feelings between 3D Realms and Id Software.

Origin Unveils WC Prophecy Add-On



Origin unveiled plans to release an add-on for Wing Commander Prophecy called Secret Ops. The Secret Ops web site is now live with movie trailers, fiction updates and information on the new add-on. The full announcement will take place on the 27th of August, until then Origin will unveil the plot bit by bit. On the 27th gamers will be able to download a starter kit with all of the files necessary to play together with the first set of missions. Origin will then continue to release new missions week by week until all of the missions have been made available, a whopping total of 48. Check out <http://www.secretops.com>

Empire Contact Information

Oops! We left out the contact number and address for Empire in our last issue. We have had so many calls to find out this information that we have decided to include it in this issue of B&B.

Empire: The Greatest Movie Store
Tel: (011) 467-3879
Address
Shop 6A
Fourways Garden Shopping Centre
Cnr. Uranium and Bushwillow Avenue

Starcraft Competition



We have confirmation on a Starcraft Comp. to be held at ICON the gamers faire, which is situated at the Edenvale Community Centre, on the 1st and 2nd of August. Registration can be made at the faire which opens at 9.00am. Electronic Arts Africa will be sponsoring prizes and organising the Starcraft Comp, so get there early to avoid disappointment.

There will be a Guess-Up Comp. with themes of fantasy, sci-fi and horror. A special guest Sci-Fi author by the name of Iain M. Banks, best known for his culture novels will be present throughout the show. A fun weekend is to be had by all, so check out the ICON faire for all your gaming needs, whether it be computers, cards or board games, there will be something there for everyone.

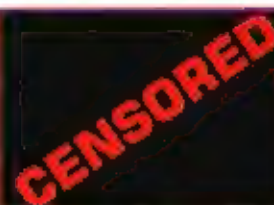
Sony Makes Dual Shock Standard

Sony Corporation's Dual Shock Analogue controller will become the standard controller for new PlayStation3 sold in the U.S. Local distributor of PlayStation, Ster Kinekor Interactive, had 'no comment' when asked when this will become so in South Africa. We personally feel that this might become a reality early next year. For more information on the Dual Shock Controller check out the Hardware Hype Section on page 61



X-File Mania

First the X-Files movie, and now the X-Files game is soon to appear in a computer store near you, but to keep you occupied until the actual release you can go and check out some actual FBI X-Files on the web. The files are published in Adobe Acrobat format so make sure you grab it before going to the FBI site. Some of the files are huge and has hundreds of pages of information. Eventually the archive will consist of 1.3 million documents but currently only have some UFO and Celebrity related documents. Make sure to check out the cattle mutilation file. You can find it all at <http://www.fbi.gov>



Sega Shows 'Next Generation' Console Named DreamCast - formerly Natana

The new Sega Dreamcast machine is on the horizon and will be released at the end of the year in Japan and follow to other countries soon afterwards. The Dreamcast is the first 'next generation' console announced so far, and other manufacturers should issue statements on their 'next generation' consoles soon.

Here are the technical specification of the Dreamcast for all the tech junkies out there.

Main Specs

CPU SH4 - RISC CPU with 128-bit graphics engine (200MHz, 360 MIPS/1.4 GfLOPS)
Graphics Engine - Power VR Second-Generation (CG performance of over 3 million polygons per/sec)
Sound Engine - Super intelligent sound processor with 32-bit RISC CPU 164-channel ADPCM
Main Memory - 16MB (64-megabit SD-RAM x 2)
Modem - V.34 (31.6Kbps), V42 and MNP5 full support
OS - Customized Microsoft Windows CE operating system
Media - CD-ROM
CD-ROM Drive - Maximum speed 12x
Color - 16.77 million colors
CG - Bump mapping, fog, alpha-blending, MIP-mapping, trilinear filtering, anti-aliasing, environment mapping, specular effects
Data Save - VM system (Virtual Memory)
Others - Clock, etc.
Size - 190mm (W) x 195mm (H) x 78mm (D)
Weight - 2kg

Visual Memory System Specs

CPU - Energy saving 8-bit
Memory - 128K byte
Display (LCD) - 48 (W) x 32 (H) dot monochrome
Size - 47mm (W) x 80mm (H) x 16mm (D)
Power - Button battery x 2, auto-off function
Sound - PWM 1-channel sound source
Weight - 45g



3Dfx Banshee Card Unveiled

3Dfx recently pulled their upcoming display card chipset out of its vault and released some specs on it. The Banshee is a 2D/3D solution intended for the mainstream market and not as a Voodoo2 killer. It is slower than the Voodoo2 in 3D acceleration, having only one Texel (x2/Pixel x2) processor, but comes with an integrated 2D display solution that outperforms current market leaders. Gamers will still have to look at the Voodoo2 cards for the fastest performance. The Banshee will support the DirectX/Direct3D and Glide API and ship with a OpenGL ICD.

Expect to see a few Video Card manufacturers announce Banshee based cards soon.



Windows 98 Launches With A Bang

Windows 98 from Microsoft was launched on the 25th of June introducing their newest operating system. CNA and the Connection group hosted a launch party at their stores during the witching hours. The events started at 12:00 midnight and continued for 2 hours until 2:00 am. There was lots of food and drink for everyone that attended. Spectals abounded during the course of these events and prizes were given to lucky holders of tickets at CNA.

Quake 2 In Development For The PlayStation

Activision made it official that they are planning to bring Quake 2 to the PlayStation, about time. Id Software hasn't released a game for the PSX console since Final Doom. The only question remaining now is how will the graphic behemoth perform on a PlayStation? If it performs anything like the Quake 2 on a PC there will be a lot of addicted PSX Quakers in the near future. Unfortunately Activision didn't announce a date for the release.

"...the PlayStation console is one more arena where our fans can devastate and annihilate everything in their path." - Todd Hollenshead, CEO of Id Software



I HOPE YOU HAVE ENJOYED THIS EDITION OF BITS & BYTES. WE HOPE TO HEAR YOUR OPINIONS AND SUGGESTIONS ABOUT HOW TO IMPROVE THIS SECTION. IF YOU HAVE ANY COMMENTS PLEASE E-MAIL ME AT BB@NAG.CO.ZA
LEONARD DIAMOND - ASSISTANT EDITOR

WIN

NEW AGE
GAMING
SOUTH AFRICA

WIN

COMPETITION

WIN



Ster Kinekor Interactive are giving away 2 bundles of Resident Evil 2 (PSX), caps, t-shirts and PlayStation Watches. To win these fab prizes, you need to answer 2 easy questions.

- 1) In what city does the carnage take place in Resident Evil 2?
- 2) Who is the SA Supplier of Resident Evil 2?

Send your answer on a postcard to World Cup 98/NAG Competition PO Box 2749, Alberton, 1449 or E-Mail the answer to comp@nag.co.za



E-Mail:
Top Ten
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10
TOP
GAMES

A busy month for the charts this month, games are moving and great titles being released are unsettling the leaders. As expected, the PC charts has a new No.1 with Starcraft. The overwhelming number of votes meant Tomb Raider 2 would finally have to relent to the pressure and drop to No.2. With the biggest sporting event on of the year upon us, it's with little surprise you gamers are going mad for World Cup 98, which leapt straight into No.3 in the PC and No.5 in the PSX charts. Another sporting title that has amazed us is the 2 year old Cricket 97 that slips in at No.8, which has a large following in S.A. I'm sure next years Cricket 99 will sell bundles if Cricket 97 is anything to go by. As far as the leader's on the PlayStation go, a

strong challenge was made to Final Fantasy 7 by Gran Turismo and you can see why in our review in this issue. Crash Bandicoot 2 bounces it's way up the charts stepping over strong chart movers such as Resident Evil 2 which whips in at No.4. A strong showing for the Racing Genre is made with new entries from TOCA and F1 97 which come in at No.7 and No.8 respectively. Abe's Oddysee is our biggest faller at No.9 but still featured on most of the entries received and Tomb Raider 2 slipped to No.6. With things starting to hotten up in the stakes for the top spots, I would like to thank all those gamers who sent in their selections. Keep them coming, until we visit the charts again. Cheers.

LM = Position Last Month TM = Total Months on chart

PC			
NAME	LM	TM	
1. Starcraft	3	2	
2. Tomb Raider 2	1	3	
3. World Cup 98	new	new	
4. Age of Empire	6	3	
5. Unreal	new	new	
6. Battlezone	new	new	
7. TOCA Touring Car	9	3	
8. Cricket 97	new	new	
9. Quake 2	7	3	
10. Total Annihilation	2	3	

PLAYSTATION			
NAME	LM	TM	
1. Final Fantasy 7	1	3	
2. Gran Turismo	7	2	
3. Crash Bandicoot 2	4	3	
4. Resident Evil 2	9	2	
5. World Cup 98	new	new	
6. Tomb Raider 2	2	3	
7. TOCA Touring Car	new	new	
8. F1 97	new	new	
9. Abe's Oddysee	3	3	
10. Soulblade	6	3	

This
ain't no
ordinary
fair

StarCraft Comp
Electronic Arts
Creative Labs
New Age Gaming
Magic: The Gathering
AD&D
Anime
Laser Games



Edenvale
Community
Centre

1 & 2 August
9am - 6pm

Entrance: R10



Special
Guest

Scottish
Sci-Fi author
Iain M Banks

2000
98

GENCON

Preview Under Construction

Warren Steven previews 100 products in a look at the titles to be released in 1998/1999. (to be cont.)

Winging my way over to the good old U.S.A. to visit the Electronic Expo E3 can be considered as a dream come true for me. Atlanta, the city renowned for holding conferences of astronomical sizes hosted the 1998 E3, at the Georgia World Conference Centre. Not many cities have the infrastructure to contend with 41,300 game addicts and journalists from 80 countries, but Atlanta certainly withstood the masses. Taking up the entire Conference Centre is no small feat, with over 534,000sq. ft. of space being crisscrossed by the entertainment industries leading businesses. Trying to see all of the show can be related to finishing the Comrades in 6 hours. But armed with my digital camera, rucksack and favourite takkies, I proceeded to complete the task of seeing everything on display.

As the 20 metre shutter doors opened before me I had already lost ground. I was so dumbstruck by the sight before me that I was almost trampled by the hordes of visitors. Holding my ground I stood for over 2 minutes taking in the sight that I had dreamed of for years. Then focusing on the task at hand I proceeded to gain as much information on the products as is humanly possible. I hope that my adventure, that seemed almost as if I was taking part in a game, informs you of what there is to come over the coming months. Enjoy!

Electronic Entertainment Expo E3 REPORT BACK

ACTIVISION

Apocalypse

Release: Q4 98
Genre: 3rd person action shooter

A game starring Bruce Willis as Trey Kincaid is set in a dark violent future where science and religion have become competing pillars of society, each offering their own version of salvation. Featuring explosive action-shooter style gameplay, Apocalypse incorporates seamless 3D character movement within a cinematic action environment.



Tenchu

Release: Q4 98
Genre: 3rd person ninja warfare

A game that challenges players to use stealth, strategy and fighting skills in order to defeat the mysterious Prince of Darkness. Taking on the character of the male ninja Rikimaru of the Ikenai Ayame, gamers must confront and survive the myriad of samurai, shoguns, ninjas and the breathing demons that block the path to success. Players command an arsenal of 16 weapons, including knives, throwing stars, smoke bombs and grabbing hooks, to help them penetrate their enemies' embankments, escape detection and devastate their enemies. Stunning motion capture animations replicate human movements as players creep, soft-step, jump and wall climb on their way to their ultimate objectives.



Asteroids

Release: Q4 98
Genre: 3D Action

Based on the classic coin-op and console game of the same name. When it was released in 1981 for the Atari 2600 game system it became the fastest selling video game in the United States and Europe. Set deep within hyperspace, Asteroids challenges gamers to shoot a path to the stars as they escape plummeting asteroids and take aim against invading flying saucers.

The new Asteroids will recapture the non-stop dodging and firing of the original, but will take the classic game to an all new level, with vivid 3D graphics, expansive playing areas, microscopically difficult space hazards, CD-quality sound and multiple modes of gameplay.



Beneath

Release: Q2 99
Genre: 3rd person action adventure

Set in the year 1906 and immerses players in the role of Jack Wells, a dashing pioneer pilot and adventurer. After receiving a letter inviting him to join his father at the site of an archeological dig in the Arctic, Jack arrives to find his father's camp has been ransacked and the research team missing. Equipped with his father's casing gear, Jack sets off on the greatest challenge of his life - to descend to the depths of the earth and rescue his father. Players must navigate through three dynamic worlds - frozen caverns, hot volcanic mines and a mysterious underground city. Climbing, swinging, rappelling and fighting their way through 12 diverse levels, players must escape natural disasters, defeat vicious predators and solve puzzles that emerge out of obstacles natural to the environment. Beneath is being developed by Presto Studios well known for the Journeyman series.



Activision (cont)

Heavy Gear 2

Release: Q3 98
Genre: Combat simulation

The highly anticipated sequel to Activision's game Heavy Gear, Heavy Gear 2 enlists players as the leader of a special operations strike force that is spearheading the invasion of a neighboring planet. Players land behind enemy lines and embark on a series of missions to reconnoiter, destroy, sabotage and mislead enemy forces. From the ground up to take advantage of 3D technology, Heavy Gear 2 delivers lightning fast action and ultra-realistic, complex battlefields that include mine vehicles and structures, indoor fighting and realistic weather and effects.



Third World

Release: Q4 98
Genre: RPG real time combat

Third World is a groundbreaking mix of role-playing and real-time tactical combat in which players battle evil gangs for power in a post-apocalyptic world. Players assemble gangs from up to five unique races, such as mutants, androids, cyborgs and aliens, each with their own history, special abilities and character classes. Characters gain new skills and abilities as they collect technology and artifacts to aid them in their struggle for dominance.

Utilizing Redline's new True-Perspective 3D game engine, Third World will redefine the tactical genre with real-time 3D combat, 100 degree rotatable camera angles, in-depth character creation and development, randomly generated scenarios and multiplayer games of 2 to 8 players.



The Fifth Element

Release: Q4 98
Genre: 3rd person action

Based on Gaumont's hit motion picture it's the last movie the fifth element is set in 22nd century New York City. Players must navigate and battle through a series of missions as they attempt to join together the five elements of earth, air, fire, water and energy and save the Earth from evil and ultimate destruction. Using an enhanced version of the Nightmarer Creatures engine, TFE takes gamers on the dual roles of Milla, an ex-soldier turned cab driver, and Milla, a beautiful extra-terrestrial creature, each with their own special skills and attributes. Within each level, players must accomplish an overall mission which is composed of two sub-missions - one for each character. Four visually stunning, fully interactive worlds - from New York City to the Egyptian Temple - comprise 16 challenging levels which are filled with 23 different intelligent enemies. The game's enhanced 3D engine allows for complex character animations and movements while providing intelligent camera angles that adapt to each character's actions.



Heretic 2

Release: Q3 98
Genre: First Person Action

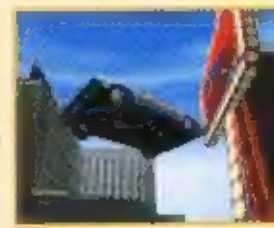
Based on the Quake 2 engine, Heretic 2 sets players on an epic quest across an entire continent to find a means to cure themselves and then people from the effects of a magical plague. Having been banished to the Quakerlands by Ospan, Corvus, the character from the original Heretic, returns to his homeland and finds his people affected by a mind-altering plague. Players will be able to use a variety of offensive and defensive spells such as the sphere of Annihilation, Repulsion and Fireball in conjunction with a staff and a magical bow to combat the hordes of insane plague-ridden denizens of Pathos.



Interstate 82

Release: Q4 98
Genre: Combat-action driving

Based on the successful Interstate 76 and is a combat-action simulation that continues the fast-paced thrills of the original with super-car stunts with first person shoot-outs. Multi-vehicle gameplay pits players in cars, on foot, in helicopters and on motorcycles against each other in complex areas never seen before in a car-based shooter. Gamers blast through a shopping mall at 190 kph, scale biker gangs on the Las Vegas strip and lock out and destroy the evil forces lurking at a super secret military base, Area 49. Interstate 82 is built for 3D acceleration and screams like a blown small block, with visually stunning worlds, realistic weather effects.



Tai Fu

Release: Q4 98
Genre: Fighting adventure

You play the role of Tai, the lone survivor of the Tiger Clan. Banned for the savage murder of the Panda Monk, Tai must complete a quest to clear his name and defeat the Dragon Master thereby restoring balance to the world. It uses MorphX technology which produces smooth, seamless game



Legend of the Five Rings

Release: Unknown
Genre: Action RPG

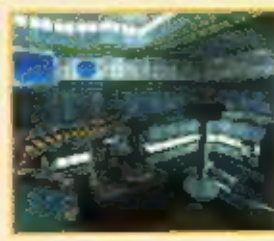
Set in the mythical world of Rokugan, LOTR is an action/role-playing game based on the popular collectible card game and RPG system developed by Wizards of the Coast. Players take the role of a young samurai who embarks on a quest to recover the seven segments of a sacred artifact. When the artifact is assembled, it contains the power to defeat the most evil creature in Rokugan. The game features more than 30 quests, motion capture animations, dynamic light source, terrain and elevation effects and a co-operative mode for up to 8 players.



SIN

Genre: First Person Shooter
Release Date: Summer '98

When the CEO of Sinter Industries begins injecting the streets of Los Angeles with a DNA-altering drug, it's time to reassess the laws of morality. When this twisted biotechist plans to overtake the world with his army of genetically engineered mutants, it's time to rewrite the golden rule. You are Colonel John K. Blade. You've made a religion out of the security protection industry, and now you are going to make Sinter Industries pay for her sins. Sin is the fully integrated first-person experience brought to you by the greatest level designers in the industry. Sin features a character-driven story and revolutionary multiplayer gameplay powered by an enhanced Quake II engine. Action-based Outcomes - Your actions will always have a consequence as you work through 24 levels of intense action. Realistic Environments - The environments were designed around real world or near future designs. Reactive AI - Battle against an AI that thinks of more than just kill, kill, kill. Sin's AI will react to the surrounding situation. If they take too much damage, they'll duck out and go find a way to heal themselves. Make too much noise and the hordes will descend upon you. Choose stealth and you might even make it through the area without firing a shot.



X-Men

Release: Q2 99
Genre: 3D Fighting game

In the upcoming X-Men game, the menacing Mojo has challenged the deadly Apocalypse to a battle to end all battles - a clash sure to cause the destruction of all who embody the X-Gen. Featuring a state-of-the-art engine, unique gameplay, visually stunning special effects and a rich storyline, the game will challenge players to master the moves and abilities of multiple Marvel Super Heroes.



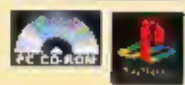
LAPD 2100 A.D.

Release: Q4 1998
Genre: Action

In the 22nd century criminal gangs control large areas of Los Angeles. As a futuristic cop, your job is to neutralize them. Standard issue weapons will not get the job done. Your survival depends on massive firepower. Fortunately, you have a world class assault vehicle, an experimental model with the capacity to transform from an agile hovercraft into a powerful mechanical walker. It's equipped with revolutionary plasma missiles, a protective "ceramium" armor, and a very bad attitude. Your mission: serve, protect and survive.



Key Features
Twelve levels of combat and destruction.
Head-to-head split screen and cooperative two-player modes. Two lethal player vehicles. Transform from a nimble hovercraft into a powerful walker.
Advanced rendered 3-D environments that reveal a futuristic version of L.A.
Rich, real-time lighting effects and brilliant vertex coloring. More than 30 fully loaded, futuristic weapons such as infernos, plasma missiles and volcanic mines.
Multiple power ups.
Intense explosions and pyrotechnics for each weapon. Realistic and fluid animations created with motion capture technology.
Analog controller support.



Small Soldiers

Release: Q4 1998
Genre: Action

In Small Soldiers, the toy action figures from the film come to life in the fantasy sci-fi world of Gorgon. The player now has the opportunity to control Archer, Chip Hazard and 14 additional characters, some created exclusively for the game. Players must defend the home world of Gorgon from the onslaught of the Commandos, then once vanquished, take the battle to their enemies at distant military outposts. The player can direct attacks, set traps and deploy troops in an effort to defeat opposing



forces and achieve mission objectives.
Key Features
Fifteen levels of gameplay available in single or two-player mode, plus five additional bonus levels offered in single player mode. Twenty unique 3-D worlds to explore and conquer. Sixteen characters to control and/or fight. Ultimate good vs. evil two-player combat mode between Archer and Chip Hazard. Ten weapons that include homing and explosive projectiles, continuous beams, and short range energy weapons. Dynamic camera angles that give the action a cinematic feel. Fully orchestrated music along with a tribal choir and high-quality sound effects.



Road Rash 3D

Release: July 1998
Genre: Flight Simulation

The latest cut of this rebellious motorcycle racing game offers hot competition and furious combat action with four quirky biker gangs, a 3-D



world with miles of interconnected roads, and a multi-artist soundtrack that keeps pace with the onscreen action. Road Rash 3D, from the top-selling franchise that has sold more than three million units worldwide across multiple platforms, delivers the combat racing experience that its fans crave.



Moto Racer 2

Release: Q4 1998
Genre: Racing

Players can race street or motocross bikes on 30 new tracks in exotic locales such as the Sahara desert and the Amazon rain forest. The addition of the new 3-D Track Creator allows gamers to create original tracks or customize existing ones easily.



Key Features
Thirty new tracks in realistic locations. New 3-D Track Creator allows players to create new or customize existing tracks. Tracks can also be saved. Increased 3-D accelerator support for the latest generation 3-D accelerator cards. Improved graphics with weather effects that affect gameplay. New replay mode allows player to save best races. Two modes of gameplay: arcade or simulation. Intense multiplayer modes allows four to eight players for the PC version and three players for the PlayStation version to race against each other.



Prax War

Release: Q4 1998
Genre: First person shooter

Prax War is a technologically advanced first-person shooter that utilizes a new 3-D engine, taking point of view (POV) games to the next level in terms of fast gameplay and rich character animations and graphics. The game is set in the year 2032 and the Global Alliance Treaty Organization (GATO) is being held hostage by the corrupt Prax Industries, sole distributor of the world's primary energy source. Over matched by Prax's private army of elite and lethal weaponry, GATO must use covert operations to restore the balance of power.



Key Features
New 3-D engine using breakthrough technology. Expansive 3-D world that offers both indoor and outdoor environments, with levels 40 times the size found in a typical POV game. Multiple lighting effects, such as colored and dynamic, adding realism to the game. Hundreds of highly detailed custom animations. Realistic artificial intelligence that fuels more challenging character behavior. Full multiplayer support via modem, LAN or Internet allowing an unlimited number of players. This is dependent upon the power of the game server and the connection speed. Team-oriented gameplay. Variety of vehicles found in the outdoor environments that include dune buggies, jeeps and personal field armor units. A multitude of weapons from dual machine pistols to projectile and special effect weapons like shotguns and flamethrowers.



JANES World Air Power

Release: Q4 1998
Genre: Flight Simulation

World Air Power Israeli Air Force (IAF) lets players of all different skill levels fly as fighter pilots in one of the world's top air forces. The game features several of the most advanced IAF aircraft and utilizes a breakthrough terrain engine which delivers a photo-realistic environment along with lightning fast dogfighting and crisp, vibrant graphics.
Key Features
Terrain engine delivers stunning, photo-realistic terrain mirroring real-life textures. Development of the high quality terrain involved capturing stereoscopic satellite data at ten meters per pixel resolution with true elevation and coloring. Seven aircraft from the Israeli Air Force: F-4, jet that has flown the most combat missions than any other jet worldwide. F-4 2000.



The 90s F-4 equipped with highly advanced systems and weaponry. F-15: The best air superiority fighter aircraft in the world. F-16: A sophisticated multi-purpose fighter. F-18: Israel's next generation fighter. Kfir: An Israeli dual role, single seater, good for both air and air-to-ground combat. Mirage III: Single-engine French built fighter with more victories than any other IAF aircraft. Forty-two challenging missions through six different intense campaigns. Supports all next generation graphics hardware - Voodoo 2, AGP, other next level 3-D accelerators (natively), plus D3D support. Detailed 3-D models with fast gameplay and no polygon breakage or tearing for smooth terrain. Developed by real Israeli Air Force pilots - both retired and active - adding additional realism and accuracy.



Ultima 9: Ascension

Release: July 1998
Genre: Fantasy Action-Adventure

Take fantasy to the extreme in the latest game from the creators of the legendary Ultima series. Prepare yourself for Ultima: Ascension. Evil has descended upon Britannia and you are called upon to restore virtue to the land. The stage is being set for the final conflict between the Avatar and the Guardian and all of Britannia hangs in the balance.



experience the world of Ultima as never before. A simple walkthrough tutorial and intuitive mouse-driven interface make it easy to play this incredible fantasy.
Key Features
Stunning 16-bit color, 3-D graphics with movable camera views. Amazing 3-D lighting effects include flickering, moving and colored light sources. The latest hardware graphics acceleration support for 3D's Voodoo II and AGP cards. Encounter more than 50 fantastic creatures. Interact with more than 100 characters. Conquer your enemies using more than 40 devastating weapons and 45 spectacular spells. Finely-woven story line that will captivate players. The ninth chapter in the renowned Ultima series. Created by legendary designer Richard Garriott.



Electronic Arts (cont)

Janes Fighter Legends

Release: Q4 1998
Genre: Flight Simulation

Fine to the era, Fighter Legends features the thrill of in-your-face dogfighting during the period that defined white-knuckled air combat. Fly the seven best fighters of WWII using similar tactics and maneuvers conducted during WWII in the most graphically intense flight simulations developed to date. Players can use large flight formations for tactical advantage as well as cloud cover and terrain to hide from and/or attack enemies. Spectacular



crashes and explosions through realistic special effects. For instance, planes break apart upon ground impact, planes hit by others will show damage and exhibit loss of control - with smoke and fire trailing planes. New 3-D engine, supporting both current and next generation 3-D graphics, provides a high polygon count to deliver realistic, detailed shapes and transparent 3-D clouds and smoke effects. Branching campaign that can be played from either the Allied or Axis side. WWII era music, combat footage, multimedia information and evocative intertitles with six actor pilots.



SimCity 3000

Release: Q3 1998
Genre: City Building Simulation

Design your metropolis using an extensive city building kit such as the Building Architect Tool to create individual buildings. Then immerse yourself as your city comes to life with bustling traffic, pedestrians, 10 rendered buildings and full 3-D sound. Tackle the challenge of balancing urban and demands from your expert advisors, neighboring cities and Citizen Petitioners. And prepare to make tough



decisions as you pilot your fledgling town through challenging special city events, scenarios and disasters. Once you've created the ultimate urban utopia, share it with the world on simcity.com, a community on the Internet where players can interact, participate in contests and even publish their SimCities. **Features**
Bustling traffic, pedestrians, richly detailed 3-D rendered buildings and realistic 3-D sound. A sophisticated city simulator which creates realistic neighborhoods. Real-world landmark buildings. Improved zoning options including business districts. Maps four times larger than the SimCity 2000 maps. Citizen petitioners who provide strategic choices in shaping city growth.



Knockout Kings

Release: Q3 1998
Genre: Boxing Sports Simulation

Knockout Kings features an impressive array of 38 famous boxers, including exclusive fights for Muhammad Ali, Evander Holyfield, Sugar Ray Leonard and Oscar De La Hoya. Fight enthusiasts can compete as or against these legends. Sugar Ray and Oscar worked very closely with EA Sports as consultants on the game to ensure authenticity of the fighting action. They were motion captured as they executed hundreds of moves that they would use in a real fight. The movements of the boxers were



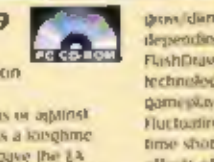
then digitized into the game to bring the cyber boxers to life. Famous referee Mills Lane also worked with EA Sports and his motion capture was used for the game's official as well as invaluable insight into the world of boxing. **Features**
Each boxer's style, strength, weight, height, speed, reach, stamina, ring savvy and experience are factored into the AI. The voice of Mills Lane is heard as fight instructions are given to boxers prior to and during the fight. Vie for the championship belt in light, middle, and heavy weight classes.



Tiger Woods 99

Release: July 1998
Genre: Golfing Simulation

TG99 allows you to play as or against Tiger Woods. Tiger Woods a longtime interactive game player, gave the EA Sports team design suggestions for the new golf game and had his swing and signature emotions digitally captured for use in the game. **Features** Hit 120 yard drives or chip in with a 3-wood like Tiger. Every nuance of Tiger's real golf game - including his vicious jump and fist pumping moves - has been meticulously recreated and included in the game. The galleries that surround the greens.



diminish in size depending on play. FlashDraw proprietary technology renders gameplay at lightning fast speeds. Fluctuating wind patterns - golfers must time shots to take advantage or fight the effects of the gusting winds. Revolutionary 3D engine delivers full screen real-time moving cameras that follow the ball in flight. Cameras allow persons to plan their next shot from a first person perspective (PC).



Trespasser

Release: September 1998
Genre: 3D Action-Adventure
Developer: Dreamworks Interactive

Trespasser is an immersive 3D action-adventure unlike anything ever created for the PC. Players find themselves washed ashore on the mysterious 'Site B' island in the aftermath of the huge expedition seen in The Lost World. Your one goal - get off the island alive! Unraveling outdoor environment combined with groundbreaking physics modeling creates a world with incredibly realistic dinosaurs and revolutionary gameplay. Players will journey into the island wilderness, battle



prehistoric predators and use their wit to survive in a game that New Age Gaming says will alter the way we play first person games. **Features**
First ever physics based game engine. Objects act and react with each other in a realistic manner. Anything can be used as a weapon. The days of labyrinth based gameplay are over! Action and adventure style gameplay. 15 sq. km. Of outdoor/indoor 3D real-time terrain to explore. Seamless transition between outdoor and indoor environments. Multiple species of prehistoric predators and carnivores to defend yourself against.



Populous: In The Beginning

Release: Q4 98/Q1 99
Genre: Strategy
Developer: Bullfrog Productions

With the power peering from your fingertips, all shall fall before you. With Populous 3 become the Shaman and use your divine powers to defeat other would be gods on your quest to become the Supreme Being. To succeed, you'll need to learn to control your increasing powers and command your faithful followers. Use the 3D planet view or the richly detailed ground view with 160-degree fully rotating axis and curved horizon.



Landscapes to plan your catastrophic attack and cast a host of devastating spells. **Features**
Internet and network multiplayer support for up to four players. Choose from a host of spells and inflict untold damage on unbelievers through erupting volcanoes, lightning storms, earthquakes and plagues. Expand your influence across 30 levels within six different worlds. Full ecosystem and advanced AI.



Alpha Centauri

Release: Q3 1998
Genre: Empire Building Simulation

EA's Alpha Centauri takes Sid's legendary additive gameplay into the 22nd century. After leaving the battered remains of Earth on the brink of self-destruction, you are reborn as a new species by an asteroid that has smashed into the ship's hull. The ensuing chaos results in the forming of seven factions, all with different goals and agendas. As a faction leader, you are responsible for making sure that mankind lives on, in an empire of your own design.



Alpha Centauri features all the elements of discovery, exploration, building and conquest that players have come to expect from the designer who practically invented the empire building genre in computer games. **Features**
A random terrain generator ensures that no two games are ever the same, and an advanced AI system with six levels of difficulty provides for endless replayability. Full multiplayer support of up to seven players. Raise mountains and level hillsides as you transform Alpha Centauri for more efficient resource gathering or for creating a competitive strategic advantage. Conquer the world or lead your people to the next step in the evolution of humanity.



Delta Force

Release: Q3 1998
Genre: 1st or 3rd Person Action

As a member of Delta Force - the Army's elite, top secret Special Forces unit - the word 'impossible' is not in your vocabulary. In Delta Force, you will conduct missions swiftly and silently, in every possible terrain, under



every imaginable condition and through unconventional means. **Features**
Over 40 missions create with the assistance of a former Delta Force officer. Premiering Voxel Space 3 graphics terrain with 24-bit color. Choose your action in either 1st or 3rd person. Expansive real-world outdoor environments. Free large-scale multiplayer via www.nowworld.net



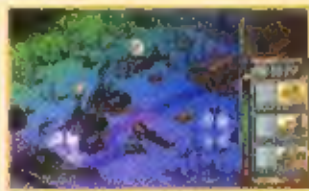
Westwood Studios

Command & Conquer Tiberian Sun

Release: September 1998
Genre: Strategy

Westwood have made giant leaps in most departments especially on the graphical side which uses Westwood's patented Megaveel Technology Engine which creates more exciting and dangerous battlefields with dynamic 3D terrain. Explosions leave craters and lakes and rivers freeze during colder periods. Forest fires rage out of control and winds carry poisonous spores across the world. GDI and NOD are back to battle for ultimate domination with bigger and

better armaments and units. A wide array of new weapons are added into this gripping gameplay with the Devils Tongue, Hunter-Seeker Drones, Jump Jet Infantry, Disruptors, Stealth Generators, genetically generated Cyborgs and the Firewall Defense System being a few of the new additions.



Command & Conquer Red Alert Retaliation

Release: August 1998
Genre: Strategy

With so much attention given to PC by Westwood I wondered if the Playstation was being forgotten. Fortunately they are very much in development on the console side and C&CRA Retaliation heads the list of titles that are now becoming increasingly popular on the consoles. Retaliation will contain 34 new missions never seen before on the Playstation, 100 multiplayer maps, 7 new units, 16 new techno battleships and 19 new video mission briefings.



As with Red Alert there will be support for the link cables and mouse to help with control and playability. A new skirmish mode has been added for practicing on the

computer. At before finding your next victim, Tesla Tanks, Shock Troopers, Missile Subs, Chronolank, Demolition Tank, M.A.D Tank and Field Mechanic are the list of new troops that should keep your Playstation on for ours racking up kills against your friends and foes. You are also able to save up to 4 campaigns in progress or 1 memory block on the Playstation. If you are a Playstation owner then this is a title to look out for.

Lands of Lore 3

Release: September 1998
Genre: 1st Person RPG

From the first look at Lands of Lore 3 it has made great strides in the areas it failed in with the sequel. The new Velvet Technology Engine has been in production for 3 years and finally shows itself in this production. It must be said that what I was shown was a very early representation of the game and it looked a lot better than the previous LOL. It will be interesting to see screenshots as they develop further into the game and it should prove



to be one of the selling points behind the game. You'll explore exotic worlds, embark on mysterious quests and slay mighty creatures. Playing the role of Copper LeGore, you build your character by exploring the township of Gladstone, joining guilds, selecting a companion familiar, questing, fighting and puzzle solving raise your skills and uniquely customize your characters as you see fit. With 4 major guilds to choose from, including multiple guild affiliations, you can customize characters in a way most games can't.

Dune 2

Release: July 1998
Genre: Strategy

The reborn classic based on Frank Herbert's famous Dune, has all the features that made the original a huge hit, and now it's even better. Players will be able to battle in the world of Dune across the Internet and over LAN. Dune 2 features a



Command & Conquer style interface for quick and easy

gameplay. New high resolution graphics bring Dune to life like never before. All the familiar units are available as well as sandworms that roam the desert looking for troops to devour. Players can lead the noble Atreides, the sneaky Gildes or the evil Harkonnens.

GT INTERACTIVE

Beavis and Butthead

In this new title, for the first time Beavis and Butthead will be rendered in 3D, and players will be able to control each character's speech throughout all of the game's levels.



Duke Nukem Forever

Genre: 1st Person Action

Being able to get into the Duke Nukem Forever closed Preview was one of the highlights of my visit to the GT Interactive stand. Fans of the Duke games will be happy to know that we are about to see a total reconstruction of the first release with a dynamic engine currently on the scenes. At this point in time I have just heard that the Unreal Engine has been licensed as the primary engine leaving the Quake engine behind in its wake. Luckily the delay will not be substantial and will only delay Duke a month further than its original release date.



Blood 2: The Chosen

Genre: 1st Person Action

Blood 2: The Chosen will feature over 30 different weapons and spells including the Tesla Cannon, sniper rifle, sawed-off shotgun and the silver thorned fangs can also look forward to the return of such legendary weapons as the voodoo doll and the flame gun, both visually enhanced with bloody new graphics.



The adrenaline pumping combat takes place over 40 unique levels, including eight dedicated multi-player 'Bloodbath' levels. Also included in the 'Bloodbath' are humiliation deaths, such as a victory dance around the corpse of a slain enemy, support for up to 32 players simultaneously, and bonus

multi player games such as capture the flag

Dark Vengeance

Genre: 1st Person Action

Dark Vengeance thrusts players into a fantasy world held captive by a magical eclipse that has engulfed the land in a sea of violence. Until a resplendent band of elves challenged by power, humans and elves lived together in peace. Banished to underground caverns, the 'Dark Elves' vowed revenge on the surface dwellers. While a prophecy foretold their return, humans became fearless and ignored the ancient tale. In their ignorance, the sun blackened, darkness enveloped the land and creatures of the night rose in fight for supremacy. It is up to players to fulfill the prophecy by vanquishing the evil



Dark Elf forces and ending the bloody carnage. Fully immersive 3D world created with Realtime Bytes' state-of-the-art game engine that provides graphically lavish indoor and outdoor environments, characters, objects, weapons, projectiles and special effects - all with realistic physics. Dramatic third person perspective further immerses players in the game by ensuring that every aspect of the 3D combat is fully absorbed. State-of-the-art technology that seamlessly allows players to alternate between indoor and outdoor missions. Wide variety of combat styles, including heavy weaponry, magical weapons, safe-range weapons and beguiling weapons, such as traps and poisons.

Duke Nukem: Time to Kill

Release: September 1998
Genre: 1st Person Action

As Duke goes back in time, he does his arsenal of weapons and winning ways. Luckily for Duke, clothes don't make the man because in Duke Nukem: Time to Kill, 'The King' wears everything from jeans to kilt to cowboy hats. For the first time ever, time travel with Duke through modern Los Angeles, the Old West, Medieval times and Ancient Rome. More than 20 weapons, including all new 'petard pieces' such as crossbows, buffalo rifles, throwing axes and the 'Holy Hand Grenade,' as well as perennial favorites like the shotgun, rocket launcher and pipe bomb. All-new third-person perspective allows players to see the real Duke in all his butt scratching glory. Totally interactive environments in which rains run, electricity flows, water splashes, shell casings bounce and caverns echo. Hires, graphics including cinematic introductions and endings, and dynamic lighting and shadows.



GT Interactive (cont)

Lode Runner 2

Release: Q3 1998
Genre: Puzzle

Lode Runner 2 for the PC features five immersive 3D worlds, more than 75 new levels and a complete level editor/builder. As either a male or female Lode Runner, players must travel through isometric 3D game worlds collecting gold, solving puzzles and evading evil creatures. A keen sense of timing, resourcefulness and pure logic all combine to make Lode Runner 2 a completely unique gaming experience.



Rogue Trip

Release: October 1998
Genre: Auto Destruction

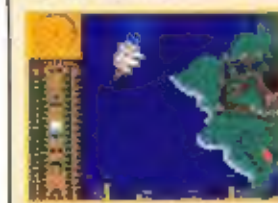
As an automercenary, you are part of a bizarre group of professional party crashers, each fully equipped with a highly armed attack vehicle. For a cash fee, you will transport tourists into Big Badde's heavily guarded vacation spots for a photo opportunity, but getting there won't be easy. Each level contains only one tourist, and every automercenary in Rogue Trip will be competing for them. Getting the tourist into your vehicle will be difficult, but keeping them there will be even harder. Don't forget to spend your cash which you will need it for vehicle repair and weapon upgrades.



Tides of War

Release: July 1998
Genre: Ship Strategy

Designed in a non-linear, mission-based fashion, Tides of War challenges players to achieve a variety of objectives, while being attacked by different nations. Mission types include combat, chase, escort, delivery, search and destroy, and exploration. Each of the 30 different ships are real-time 3D modeled, providing players with elaborately detailed and realistic ships to command.



Prey

Genre: 1st Person Action
Release: Unknown

A first person action game, Prey follows the saga of Talon Gravo, a down-on-his-luck Apache abducted by the Toccas, a band of higher life forms responsible for seeding life on Earth and who have a broader agenda to accomplish as they pass through Earth's solar systems. Talon must be forced to fight a consortium of enemies, as well as discover the motivations that drive a mysterious fourth species, known only as 'the Keepers.' 'With Prey, we feel that we are advancing the action game genre on three fronts,' said Paul Schuster, project leader of Prey. 'Our Portal



technology engine is pushing first-person technology forward, our game play will set new standards in interactivity and our story will deliver a powerful and moving fictional experience.'

Next Generation Engine - the 3D Breakthrough Prey engine is unlike anything created, capable of stunning colored lighting effects and in-the-fly rendering. A 3D engine offering six degrees of freedom. Players can turn their head without changing direction. 3D Realism. Prey engine employs Next-generation Portal Technology which breaks the barriers of room geometry, resulting in an almost unbelievable new 4D look. In addition, since the Prey engine handles all geometry in real-time without the need for preprocessing, the potential for truly interactive environments is nearly limitless.

Wheel of Time

Release: 1999
Genre: 1st Person RPG

Developed by Legend Entertainment, The Wheel of Time is a real time, first-person 3D action/strategy game with role-playing elements. Set in the world of Robert Jordan's award-winning novels, the game allows players to assume the identity of one of four characters throughout a magical adventure. In addition, players control their own fortresses, explore environments, collect magical artifacts, interact with non-player characters and storm enemy (chaos) in search of mystical seals while protecting their own home bases from invasion. Developed with Epic Megagame's powerful Unreal game engine, resulting

in highly detailed and realistic 3D environments, dynamic lighting and intuitive Internet game play. Characters and storyline based on Robert Jordan's popular series of fantasy novels which have sold millions of copies worldwide. Unique game play experience that combines the very best elements of first-person gaming with the complexity and depth of role-playing and real-time strategy games. Choose from one of four very different characters.



Oddworld: Abe's Exoddus

Genre: Platform
Release: September 1998

Oddworld: Abe's Exoddus picks up where Abe's Oddysee left off. When Abe destroyed Rapturhams, he also destroyed the main ingredient to the Glukkon's ultra-addictive soft drink, Snotsauce. While Abe initially sets out to stop the Glukkon from mining the

bones of the Muckdun dead, there is some seriously nasty business going on over at the Southsown brewery that could have Abe 'crying in his bow.' Abe's Next Adventure - will be... inevitable. Abe also has a bunch of new moves including the ability to turn invisible and a handy slap move which is guaranteed to whack a Slig from his pants.



Powerslide

Release: Q3 1998
Genre: Off-Road Racing

Designed by Emergent Software, Powerslide is set 30 years in the future. To escape the harsh environment, the middle and upper classes moved underground and built vast megalopolises, while the poor were left on the surface to fend for themselves. Once again, racing has become an exciting sport as players join the ultimate race between classes - The Difference



Engine - Emergent Software's proprietary technology that allows players to experience 100,000 polygons per second at an always constant 60 frames of animation per second. Incredible speed and responsiveness, resulting in a very realistic off-road racing experience.



Rebel Moon

Genre: 1st Person Action
Release: December 1998

Developed by Fentis Wolf, Rebel Moon Revolution is set in the future, where the United Nations has evolved from a powerless forum for debate to a major global force. While not an imperial world government, the U.N. operates as a multi-jurisdictional entity capable of forcibly settling disputes between member states through the use of its powerful armed forces. When half of the lunar colonies established by the U.N. claim their independence, the 'Sea of Tranquility' quickly becomes the battleground for mankind's greatest civil war. Realistic four-man fire team based on United States Marine Corps doctrine. Players may choose to play as any of the six combat specialties: NCO, Rifleman, Gunner, Tech-Medic, Combat Engineer or Heavy Weapons Specialist. Each specialty has different abilities and responsibilities, but each encourages the player to operate as part of the team.



Strak

Release: November 1998
Genre: Board Racing

Strak is a racing game set in a contemporary fictional world. Strak gets a select group of individuals against one another in underground races, using a top-secret technology. Riding 'Glutitades' which float one foot above the ground, racers must navigate through extreme 'tracks' at speeds of up to 20 MPH. Much like a race party, 'Strakers' don't know the location of the next race until shortly before it begins. Tracks such as a freeway, carnival, sewer or graveyard all rigorously test the skills of each competitor and ultimately determine the winner.



MIA (missing in Action)

Release: August 1998
Genre: Hell-Action

Set in Vietnam, MIA challenges players to pilot a variety of helicopters in search of prisoners of war and to fulfill other key strategic objectives. MIA features 26 death-defying missions based on actual Vietnam war operations, an advanced 3D game engine, and dynamic environmental effects.



SURGEON GENERAL'S WARNING: Adrenalin is a drug which acts on the brain and nerves. Most gamers are dependant on adrenalin. That is why they feel uncomfortable and get cravings when they go without speed for a while.



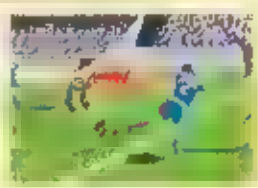
GUARANTEED SKIDMARKS



Adidas Power Soccer 98

Release: July 98
Genre: Sports/Soccer

Adidas Power Soccer 98 recreates the excitement of the soccer match this is achieved through the use of advanced motion capture technology to create realistic player animation. It's a fast-paced, action-packed game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Eliminator

Release: July 98
Genre: Space Shooter

Eliminator is a fast-paced, action-packed space shooter that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Colony Wars: Vengeance

Release: Q4 98
Genre: Space Combat Epic

Colony Wars: Vengeance features enhanced game-play and technology from the original Colony Wars. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.

Attack of the Saucerman

Release: Q1 99
Genre: Platform

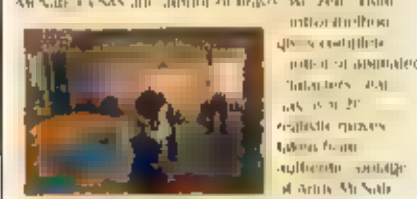
Attack of the Saucerman is a fast-paced, action-packed platform game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



The Contract

Release: Q4 98
Genre: Action Adventure

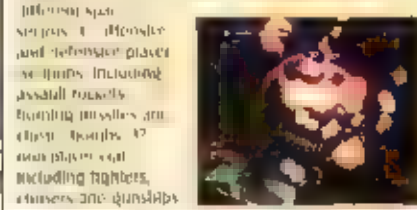
The Contract is a fast-paced, action-packed adventure game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Blast Radius

Release: Q1 98
Genre: 3D Space Shoot-'Em-Up

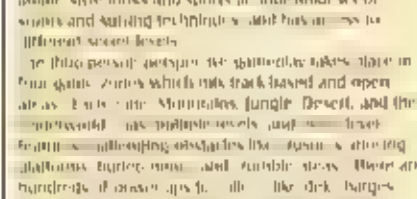
Blast Radius is a fast-paced, action-packed 3D space shooter that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Psybadek

Release: Q4 98
Genre: Platform Adventure

Psybadek is a fast-paced, action-packed platform adventure game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Colony Wars: Vengeance features enhanced game-play and technology from the original Colony Wars. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Psybadek is a fast-paced, action-packed platform adventure game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Sierra

Gabriel Knight 3

Release: Q4 98
Genre: Adventure

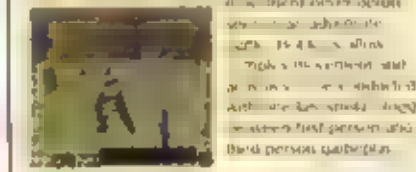
Gabriel Knight 3 is a fast-paced, action-packed adventure game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



King's Quest: Mask of Eternity

Release: Q4 98
Genre: Adventure

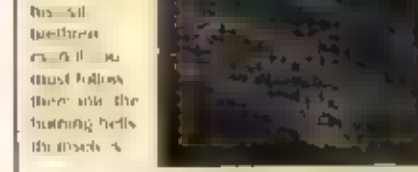
King's Quest: Mask of Eternity is a fast-paced, action-packed adventure game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Diablo 2

Release: Q4 98
Genre: RPG

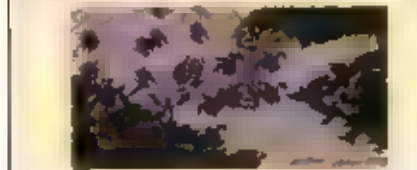
Diablo 2 is a fast-paced, action-packed RPG game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Starcraft: Brood Wars (expansion set)

Release: Q4 98
Genre: Strategy

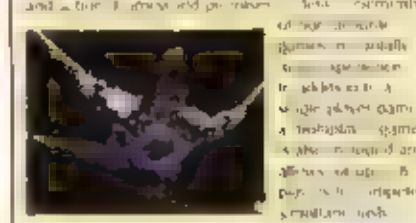
Starcraft: Brood Wars (expansion set) is a fast-paced, action-packed strategy game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Homeworld

Release: Q4 98
Genre: Real-time Strategy

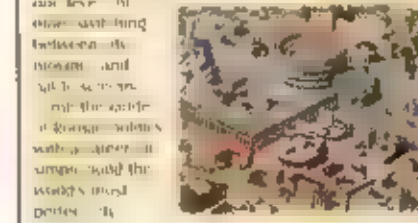
Homeworld is a fast-paced, action-packed real-time strategy game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Caesar 3

Release: Q4 98
Genre: Building Simulation

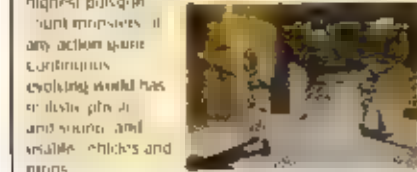
Caesar 3 is a fast-paced, action-packed building simulation game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Half-Life

Release: Q1 98
Genre: First Person Shooter

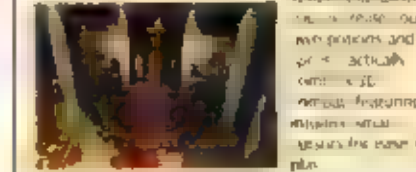
Half-Life is a fast-paced, action-packed first person shooter game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Return to Krondor

Release: Q1 98
Genre: Role-Playing Game

Return to Krondor is a fast-paced, action-packed role-playing game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



Quest for Glory 5: Dragon Fire

Release: Q3 98
Genre: Adventure

Quest for Glory 5: Dragon Fire is a fast-paced, action-packed adventure game that's easy to learn and hard to master. The game features a variety of game-play options, from friendly to hard-core, and a wide range of difficulty levels to challenge even the most skilled players. The game is available on the PlayStation 1 and PC.



CH Products



Gamestick

This innovative controller comes with four push buttons, slide throttle and mini controls in a sleek ambidextrous design. Includes Win 95 programming software.

Gamestick 14

4 functions include base push-buttons, two foreplate buttons, two directional control pads, 4-way switch, trigger, under-trigger button, slide throttle and mini controls. Seven-on-a-blet and Win 95 software included.



Force FX

A built-in effect is your own experience through the stick. Extending two 4-way switches, 5 fire buttons, trigger and mini control for total power. The Force FX gives Force Feedback gamers what they want from a gaming device.



Joystick SwitchBox

Use this four-button adapter for all your game gear. Joysticks, steering wheels, throttles, gamepads, etc. The joystick SwitchBox is fully compatible with any PC gamepad and allows you to plug in as many as four controllers at once.

Saitek Products

Cyborg 3D Pad

A pad for the adult PC gamer, the Cyborg 3D Digital Pad provides the ultimate in style, features and comfort. One pad for all game types, the mode selector allows instant set-up for arcade, driving or flying type games. Programmable mode allows you to fine-tune your game. Its stationary style performance and ergonomics combined to give you the edge.

Available soon for USB and PlayStation.

Features

- Programmable 3D digital gamepad
- Digital gamepad and analogue mini joystick
- Rotary fire and trigger steering control
- 4 trigger and 6 fire buttons
- Adjustable to suit eye & hand size
- 8 pre-programmed modes
- Mouse, drive and fly
- Mini switches in main trigger



Cyborg 3D Stick

Styled like an Olympic weapon, the 3 separate handle adjustments allow you to customize your Cyborg 3D and then use the special tool to lock everything in place. Whether you are left or right handed, and whatever your hand size or shape, ideal for all joystick games.

Features

- Fully programmable 3D digital joystick
- 4 axis & up to 24 programmable buttons
- Totally adjustable for left or right handed players
- Ratio digital technology for faster and more accurate gameplay
- Trigger and 3 fire buttons
- 8 way hat switch
- 4 programmable base buttons
- 3D two-direction
- High precision long life components and materials used throughout
- Matte effect finish for excellent grip



Saitek X36

Named after the NASA experimental aircraft developed to explore new techniques of aerial combat, these award-winning pilots take PC flight simulation into the next millennium. The captured design allows hours of unique free gameplay and the simulator programmability puts all the control you need, right where you need it.

Features

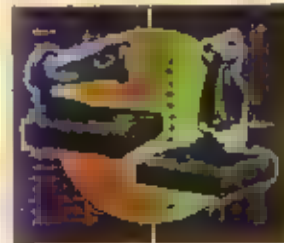
- X36 Programmable Thrust/Rudder System
- Fully programmable
- 2x fire buttons
- 4 way hat switch
- Options for throttle control
- Rudder control

2 primary controls

Mouse & joystick, 8 way hat switch, 1x mode/status, etc.

X36 Programmable Control Stick

- Fully programmable
- 2x fire buttons
- 4 way hat switch
- Options for throttle control
- Rudder control



NAG Game of the Show TRESPASSER

(EA/DREAMWORKS)

NAG Top Games of E3

- Half Life (Sierra)
- Command & Conquer: Tiberian Sun (Westwood)
- Drakan (Psygnosis)
- Age of Empires 2 (Microsoft)
- Baldur's Gate (Interplay)
- Alpha Centauri (Electronic Arts)
- Grand Prix Legends (Sierra Sports)
- Tiger Woods 99 (EA Sports)
- Trespasser (EA/Dreamworks)
- Railroad Tycoon 2 (Gathering of Developers)

Creative Labs Environmental Audio System

Release: Q3 98

Web Site: www.soundblaster.com

Environmental Audio is a system developed by Creative that replicates and delivers real-world audio. The audio experience on the PC. Environmental Audio goes beyond today's surround sound and 3D positional audio to actually create an environment with powerful effects that take into account room size, acoustics, priorities, etc. etc. and many other effects that create a real-world experience.

What is EAX/TOETI

At the heart of Creative's new Environmental Audio System is a new processor called the EAX/TOETI. Based on technology from film systems and the EAX/TOETI it uses the power of movie's highly acclaimed professional audio systems used by Hollywood.

Audio and recorded music and music products. The EAX/TOETI is one of the most advanced audio DSP chips developed with more than 2 million transistors and over 100 MHz. It provides audio processing power capable of processing an infinite digital mixing, effects, reverb, and professional wave table synthesis, in real-time.

What you need to experience

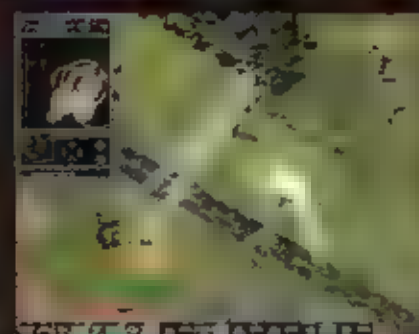
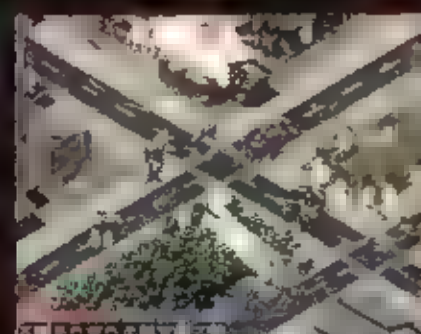
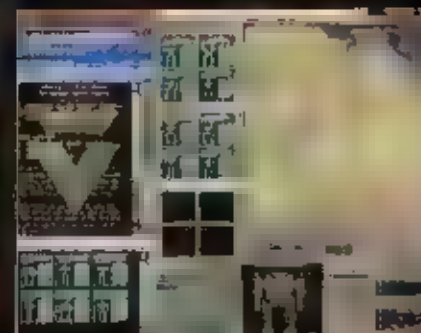
- Environmental Audio SoundMaster live
- A new PCI audio card from Creative
- Lowest of the EAX/TOETI audio processor
- PC works
- Headphones/surround
- Speaker system: the new speaker system based on the Cambridge SoundWorks PLWorks. Image that routes audio to four full-range satellite and subwoofer
- Software: files that support Environmental Audio extensions, e.g. real
- Real from Multimedia Statehouse develops directly on Creative's Environmental Audio



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First Person Shooter

Min Required Recommended

Pentium 166 MHz 16 MB RAM PC SVGA 4 X CD-ROM 100 MB hard drive space Win 95 (DirectX 5)	Pentium P2 233 32 MB RAM 3D Accelerator 4 X CD-ROM 450 MB hard drive space Win 95 (DirectX 5)
--	--

Developer: Epic Megagames

Publisher: GT Interactive

Supplier: Multimedia Warehouse

Tel: (011) 315-1000

RRP: R 299.00

International Web Site

www.unreal.com

(Shareware available soon)

South African Web Site

www.unreal.co.za

(coming soon)

Yell from the roof tops, scream it from the streets. Epic Megagames has finally released Unreal in the public. If your neighbour looks funny at you while doing his invite him for a game of deathmatch and proceed to thoroughly throunce him. I have waited two years to say that, and have gone through all the promised release

you for dead. The survivors leave the torn apart ship to investigate the local inhabitants. At a later stage you regain consciousness, teetering on the brink of death from your injuries. The ship is torn apart, bodies lay everywhere, doors don't work and you are in need of some serious medical attention. From here you take control and decide the fate of your character while the rest of the story unfolds around you.

The opening moments of Unreal will be etched in my mind forever. The first level serves to familiarize you with the interface and to do some tweaking on the controls to suit your needs. You get the opportunity to find out how elevators, doors and computer

console's work while healing the nasty wounds sustained during the crash landing. You also find out that the local aliens aren't very peaceful as one tips a fellow prisoner from limb to limb and proceeds to run away. Even on the first level there are some eye candy that has never before featured in a FPS. I was stunned to see a

realistic. I spent quite a considerable amount in this vast outdoor area just looking at all the detail. Details abound everywhere: an alien bunny can be seen hopping about, a pond has translucent rippling water with a school of fish swimming in it and mosquito type bugs hovering above.



There is a massive waterfall plummeting down a cliff face to a lake far below and a sky that has to be the most realistic I have ever seen on a PC. The clouds move and a alien moon can be seen showing its face. The area is so huge that it is absolutely mind blowing. No more will the FPS genre be associated with dark, cluttered and narrow passages. Unreal can truly claim that it has the crown for the most advanced engine in the industry today.

It's

reflective floor it reflected everything in the room in real time even the lighting. A see through force field was next and again was stunned by nothing could prepare me for the

Gates with the community that has grown up around the phenomenon of Unreal. Now I finally have a copy of Unreal on my machine and everything is forgiven and am happy to say that it has been well worth the wait. Will Unreal be the Quake/Quake II killer? Only time will tell, but in my opinion I tell you!

For those who have been living under a rock for the past couple of years I will recap the story although you should know it by now. You play the part of a convict being transported on a ship called the Vortex Riser. The bad news is that the ship was caught in an uncharted planet.

gravitational pull and had to crash land. Probably taking

beautiful landscape I saw once I got out of the confines of the ship. Never in my life have seen an outdoor area looks so

on wonder that the very first thing EVERYONE notices in Unreal is the extraordinary hyper realistic graphics. The software rendering engine is the best out there and Epic's team pushes the 3Dfx and PowerVR graphics accelerators to the max. Take any FPS and multiply it by 100 and you would come close to just how stunning the graphics engine is. It's that good.

Unlike many companies out there who only license existing 3D engines Epic has gone the extra mile and developed their own engine called the Unreal engine. It adds so many never before seen elements

Unreal (cont)

to the FPS genre that it can be considered revolutionary rather than evolutionary. All the usual special effects are there, they just look 100% better and there are some never before seen effects. Dynamic lighting, volumetric fog, translucent rippling water, realistic lava, reflective surfaces, force fields, see through portals, you name it and Unreal is almost sure to have it, even in software mode. Epic also takes WIP mapping to the extreme, when you play other FPS games like Quake or Quake II the textures get very blurry and pixelized as you get closer, but in Unreal they get more detailed the closer you get. You can stand with your nose up against a

texture and still see all the

detail. If there is one place where the Unreal engine shines it has to be its ability to handle huge and I mean HUGE outdoor levels. I would have thought it impossible to achieve such spectacular scenes without any loss in performance, but Epic pulled off the impossible.

Developing their own engine has given Epic the chance to realize their vision and define a new standard that every FPS

will have to follow from now on to catch my eye. I just hope developers will release games that are on par with Unreal. As gamers we can look forward to some exciting years.

Another area where Unreal breaks tradition and stands out above the rest is its music and sound. Most FPS games to date have used Red Book Audio for music.

Unreal innovates and uses the Mod music format. Anyone from the old Amiga days or who has followed the Demo scene will know what Mod's are. For the uninitiated, Mod's are music files with sound samples embedded in the file itself and offer a high sound quality while being small, usually they are only 1.5 MB in size. This allows Epic to put more game content on the CD while maintaining high quality audio. It also allows the music to change to fit certain situations and areas. Having a generic soundtrack played while you're in an area where there's no light really adds to the experience and truly immerses you into the world of Unreal.

Mod's are also easy to create if you are an artistic person, compilers and sound samples are freely available on the Internet and I foresee a future of user created levels with their own audio included.

Unreal also has the most amazing ambience in the sound department. You can hear victims scream, monster growling and water.

These ambient sounds can be heard in stereo and I

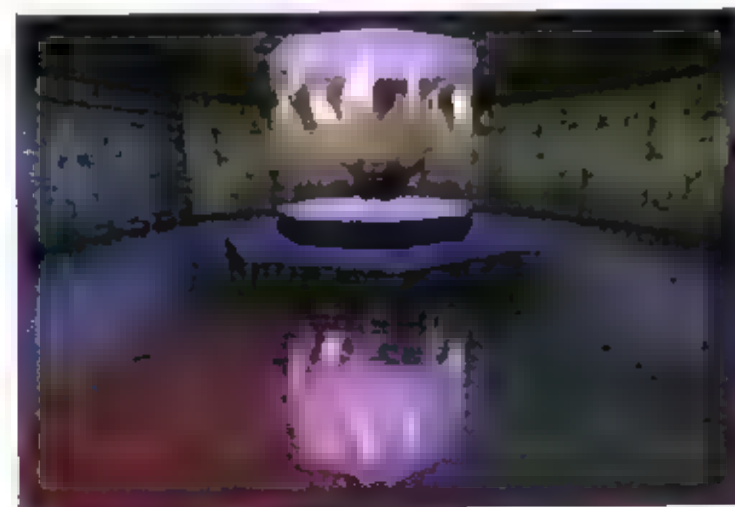


Talk about somebody really not wanting a hair cut

accurately place where they were coming from. They also add an element of danger to the game, hearing a Skaarj growl around the corner can make walk around carefully very carefully. They usually jump out of seemingly nowhere and give you a fright to remember. The sounds also fit the environment in ways you can hear echoing and in a large open door area with cliff faces the echoing can take 2-3 seconds to come back to you. These are small touches to Unreal that enhance the gameplay and I take my hat off to Epic and their designers for paying attention to these small details which abound in Unreal. Good graphics and good sound do not make a great game.

The deciding factor is gameplay. Unreal plays like any FPS but brings some new elements to the ballpark. It is fascinating how the little details always keeps your mind focused on the ultimate goal, getting off the planet. Things like an alien ship in the far distance and the translator that informs you of fellow convict's log files achieve this very well. Throughout the game you feel that the story line is present and that you are not there just to kill everything in sight.

The monsters in Unreal are unique and all of them have their specific duties. Each of the monsters are introduced at various stages of the game and just when you thought you saw everything another one pops up to keep you on your toes. Throughout the game are Nall's, the local inhabitants that have been made slaves who see you as their savior. Should you save their lives, they will show you secret areas. Saving them can be complex at times and I found myself hurting my character in front of projectiles aimed at the Nall's so I can get that almighty 200 health or extra ammo. There are also no boss monsters in Unreal, but every once in while you encounter a Titan. This



No problem with finding a mirror for doing your hair in this room

monstrously stands 30 feet tall causing the earth to tremor when he walks. These mini earthquakes throw your character around like a rag doll and one head-on collision with the boulders a Titan throws your way will kill you instantly. Expect to seriously deplete your ammo reserves while taking on this big boy. Who needs bosses with creatures like these roaming around?

One controversy raging on the internet is the weapons, while they are all unique and refreshing, some players argue they are too weak. Personally I find them just right, perfect weapons that have to be used strategically instead of having one powerful gun that kills you in one shot. Each weapon has a strategic advantage: the Assault Rifle is good for sniping monsters far away, the Flak Cannon is great for up-close and personal encounters, the Razorjack excels at shooting into a room where you know monsters are, but don't want to take a peek. Each weapon has its area of use, the way it should be. In deathmatch players run for any gun and any weapon in the hands of a master will cause severe damage. That being said, the weapons are easy to learn and yet hard to master and will keep players practicing their skills to get in those extra frags.

There are a couple of new twists added to the game as well, like specific body damage. All characters are divided into three zones for damage: namely the head, upper body and legs. Damage is dependent on these zones and a character will take more damage if hit in the head and less if hit in the legs. Unfortunately a character won't limp if you shoot him in the leg and you can't shoot off arms, the exception is the head, a couple of good shots to the head with an Assault Rifle or a hit to the neck with a Razorjack will decapitate a character. It's funny to see a decapitated character feeling for his head



Unreal's version of the Olympic Long Jump.

and then falling over dead.

Thanks to Steve Prigge of Reaper fame, Unreal has the most advanced AI for monsters available today. Striding around monsters just isn't good enough anymore; monsters will anticipate your movement

and aim beside you while striding as well. This makes hitting one a nightmare and very rarely did I get away from an encounter without any damage. The most amazing monsters are the Skaarj, they will duck shots, roll out of the way and hide behind objects waiting for the right moment to pop out and launch an attack. If you damage them enough they will even retreat, and should you run away, they will hunt you down. There are a few flaws though: when monsters retreat, they run away in a straight line, making an easy target and some of them seem to be confined to a "zone" and will not leave even when pursuing you. Taking the flaws into consideration Unreal still has the best monster AI which makes the single player more enjoyable and never knowing what a monster will do gives it an element of excitement and danger. Most of the time when you encounter one of the monsters you nearly die from a heart attack, they always seem to jump at you from the most unexpected places.

The biggest complaint from gamers so far has been the internet support of Unreal. Games tend to be very lagged and are simply unplayable with the default configuration. Epic is currently hard at work fixing these problems and should be out by the time you read this. I expect to see an equal number of Unreal servers in South Africa as soon as the internet patch is out. Gamezone and Epic already show servers up and running and I am sure there will be more to follow.

Fortunately the LAN support in Unreal doesn't suffer from the problems found in the internet support and games run smoothly without any lag on our 10 base T hub. While single player is the best available in the FPS genre, there is nothing like fragging a friend and Unreal will be our game of choice from now on. The 11



<p>Brute</p> <p>A big bio-engineered guard unit that lacks intelligence, having the IQ of an average house pet. These brutes don't stop for anything, and just keep coming with a constant roar on their throats.</p>	<p>Gasbag</p> <p>They look like a blown up bag with arms. They fly around with a slow rate of movement and shoot out of ammo. Gasbags are a common sight in many levels and are easily avoided.</p>	<p>Krall</p> <p>Summoned by the Skaarj, these creatures are only known to the Skaarj. When it comes to killing, their weapons of choice is a spear. These creatures are the most vicious in the art of murder.</p>	<p>Manta</p> <p>Big bad flying monsters that look like Manta Rays. They will drop out of the sky and try to drill your head. Mantas are highly intelligent.</p>	<p>Mercenary</p> <p>Mercenaries are the height of bio-engineering and intelligence. They are made of the best materials and are the most powerful of the Skaarj. Mercenaries will never stop until they have killed you.</p>
<p>Nail</p> <p>Small inhabitants that are a pain in the neck. They are found in the Skaarj's lair and will bite you when you are near them.</p>	<p>Tentacle</p> <p>Usually found tucked away in the dark corners of ceilings, these tentacles are a pain in the neck. They will grab you and pull you into their lair.</p>	<p>Skull</p> <p>They are enemies in the Skaarj but are not known to the Skaarj. They are found in the Skaarj's lair and will bite you when you are near them.</p>	<p>Skaarj</p> <p>Very agile and intelligent master race found on the planet. Skaarj are the most vicious of the Skaarj. They will kill you if you are near them.</p>	<p>Titan</p> <p>Titans are found in the Skaarj's lair. They are the most powerful of the Skaarj. They will kill you if you are near them.</p>

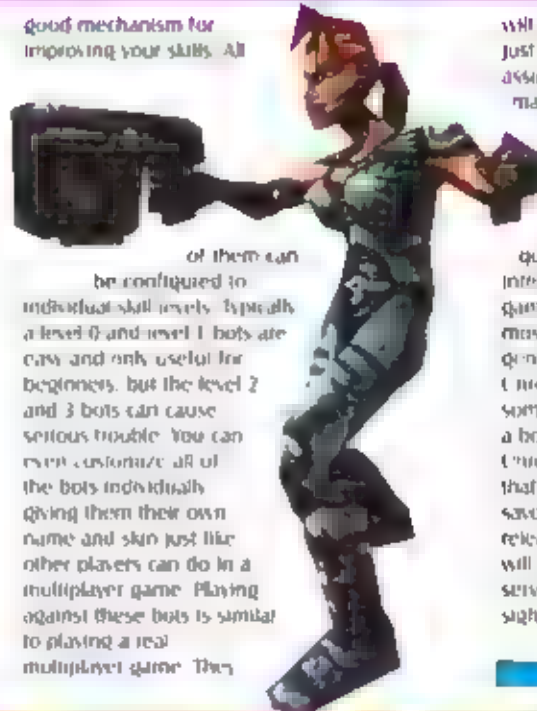
<p>Dispersion Pistol</p> <p>The Dispersion Pistol is a small, lightweight handgun that is easy to carry. It has a high rate of fire and is good for close-range combat.</p>	<p>Automag</p> <p>The Automag is a powerful, semi-automatic rifle that is good for medium-range combat. It has a high rate of fire and is easy to use.</p>	<p>Stinger</p> <p>The Stinger is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>	<p>ASMD</p> <p>The ASMD is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>	<p>Eightball</p> <p>The Eightball is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>
<p>Flakcannon</p> <p>The Flakcannon is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>	<p>Razorjack</p> <p>The Razorjack is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>	<p>GES Blorfl</p> <p>The GES Blorfl is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>	<p>Assault Rifle</p> <p>The Assault Rifle is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>	<p>Shotgun</p> <p>The Shotgun is a powerful, anti-aircraft missile launcher that is good for long-range combat. It has a high rate of fire and is easy to use.</p>

DeathMatch levels included in Unreal cater for 4-16 player games and each require a different strategy when playing. This is where the different weapons come in handy, picking the right weapon for the right level makes a huge difference in your frag score.

There are three different multiplayer games included with Unreal: you have DeathMatch, King of the Hill and DarkMatch. Although King of the Hill has made its way to other FPS games, players should be used to it. DarkMatch is an innovative first where the entire level is dark with flashlights spread around everywhere. You need to turn on the flashlight to see where you're going, but do so and the other players will spot. An interesting catch: twenty-two situations, turn on the light and you're toast, if you don't you will wander around in total darkness.

Also included in Unreal are bots that can be used for multiplayer games. I think the Bots AI are even better than the monster AI. Up to 10 of them can be included in a multiplayer game and make a

good mechanism for improving your skills. All



will kill each other or if you want them to just hunting you there is an option to assign all of them to the same team. Just make sure you don't assign too many or you will get thoroughly annihilated.

Unreal has to be the most revolutionary game released so far this year, and the best in the FPS genre to date. Phenomenal graphics, quality sound, diverse weapons and intelligent monsters make for a challenging game. The deathmatch is arguably the most strategic and fun to play in the FPS genre. Anyone that enjoys FPS should enjoy Unreal and the game will even convert some of the staunchest anti-FPS gamers. As a bonus you will also receive the beta of Unreal II for making your own levels, but that's another review all together and I will save it for when the full retail editor is released. Now get up and go buy Unreal, I will see all of you who do on the local servers. Just look for the person in your sights, that will be me.

Dark Skies

Unreal is the best looking game to appear in this year. It features unique weapons with fun firing modes making multiplayer more strategic. It has a highly advanced AI system. A detailed story and dynamic music system make the experience unique. Unfortunately internet play has problems and requires a patch.

96 90 89 94 93 96

www.unreal.com

Overall Rating: 93

Pros: Unique weapons, fun firing modes, highly advanced AI system, detailed story, dynamic music system.

Cons: Unfortunately internet play has problems and requires a patch.

REVIEWS UNDER FIRE

Philip K. Dick's book *Ubik* is a must-read if you're any kind of sci-fi fan. It's his typical blend of theology and technology which predicts all kinds of amazing stuff while simultaneously showing the reader some disturbing patterns of a future that's almost but not quite like the present. Cryogenics, machines which activate by voice and have personality and use by governments of psychic powers - it's all in here along with a typically complex story populated by struggling and human characters.

Ubik, whose name is derived from the cryogenics term invented by Dick, burst onto the development scene a few years ago with the fantastic *Dune*. It was a combination of strategy and adventure also based on a sci-fi classic and I recalled many happy hours gathering enough spirit to overthrow the Harkonnen and the evil Baron.

With this in mind I found *Ubik* more than a little disappointing. The game's story says "New York in the year 2019. Mega-corporations, cryonics, colonies in space, and an ongoing war of industrial espionage set in a rich and haunting 1D universe of decline and decadence. This game places you face to face with gangs of greedy agents, the fight a vicious battle for domination, control and money, using guns and explosives. And they can read your mind."

Master your own mind, powers and know your mind. You can use the brutal challenge that requires both brawn and brains. Enjoy the thrill of real-time action created using motion capture on actual paramilitary fighters. Select your squad, solve your character and balance mind games with firepower.

You play the part of an agent from the Re-Killer Corp. whose job it is to fight the evil Hells Corporation from stealing industrial and corporate secrets. Along the way you recruit squads of specialists that you must lead and organise to complete missions. The format is adventure style (almost like the later *Space Quests*) and the combat is something like a cross between *Syndicate Wars* and *Resident Evil*.

It's in the adventure that things started to annoy me. The opening screen puts you in charge of your agent in his office. He suggests a walk up to the briefing room. Problem is the mouse controls are very picky about exactly where you can click. After five minutes of increasing frustration, sabbing the mouse button on the door, my agent finally agreed to make a move then it was up to the briefing room.

courtesy of some command style running along the corridor. These boys obviously take no chances - even inside their own fortified HQ. The Boss was pleased to see me and gave me the briefing for my first mission. Another problem I couldn't get out of the menu option.

While talking to him and had to restart the mission without talking to him. A bad move even though I had gathered all the required info on the previous attempt.

Malines, we are leaving.

With no way the agents are rendered and the fluid motion-captured machine.



NAG's personal jet drops in for a rescue

which your characters team around. You'd expect combat to be like *Syndicate Wars* and more. Sadly it's less. Your psychic agents are real weenies and need to be protected by the other more physically skilled agents. These guys are quite good when automatically controlled, but don't really respond to commands very well.

Confused. Basically your team runs around, shooting the bad guys and not shooting the bad guys. You can best be described as a hybrid of *Syndicate Wars* and *Resident Evil*. It looks like the worst elements of each. Each area (room) has your agents move through have been rendered from several viewpoints. You can click your view between these points to see parts of the room that the other viewpoints couldn't.



PC CD-ROM

New York in the year 2019. Mega-corporations, cryonics, colonies in space, and an ongoing war of industrial espionage. *Maverick* enters the zone.

Ubik

Squad Strategy	
Min Required	Recommended
Pentium 120 MHz 16 MB RAM 1 MB VGA Card 6-8 MB 120 MB hard drive space Win 95 (DirectX 5)	Pentium 200 MHz 32 MB RAM 3D Accelerator 10Mb 6-8 MB 210 MB hard drive space Win 95 (DirectX 5)
Developer: Cryo Interactive	
Publisher: Cryo Interactive	
Supplier: EA Africa Tel: (011) 807-6551/2	
RRP: R 229.00	
International Web Site: www.cryo-interactive.fr (No Downloads)	



UBIK (cont)



Hi Mom, you look different, you dye your hair again?

Agent control is point and click, and a right-click activated menu allows extended actions (crouching, medkit use, etc.). Multiple agents can be selected by mouse dragging ala *Command & Conquer*. Unfortunately when controlling a whole squad in this way they automatically move into intelligent locations, (behind cover) which is damn handy. The PWS in your

has a temporal power so that you can go back in time when events don't turn out as planned. Lamentably it doesn't 'quite' work. The interface is a major pain in the butt. When selecting agents unless you have the



Trying to get your squad through a simple door is a task on its own

mouse pointer perfectly aligned, you'll miss, therefore clicking on the ground and moving your cursor until you've selected and instead when in combat your characters take AGIS to actually do anything, sure they point their guns and

look nice, but they don't actually bother to put the trigger for a few seconds. Sometimes they don't even aim their guns and run up to take a nice finger-poke at the target instead. The AI, while advanced in combat tactics, is a complete dolt when it comes to movement. Try to move 2 of your characters through a door at the same time, and they both try to go through blocking each other, so they stand there trying to walk through. At other times your characters will get stuck on objects for example in the very first scene of the game, I tried to move my character out the door but there was a chair in the way. Solution? Try to walk through the chair. The pre-rendered viewpoints cause



several problems. There's a delay whenever you change views, breaking the flow of the game. Also, they don't show enough of the environment and yourself being attacked by on-screen enemies. So you have to change views which means a slight delay as it loads the new image. Yet there's a timed pause feature (ala *Space Hulk*) that compensates somewhat, but for some reason it doesn't fill in.

These problems, although they sound minor, interrupt what would otherwise be a pretty cool game. The storyline is quite cool and the few highlights - great motion captured characters and some very professional music almost make it worth it.

85

90

50

85

80

70

www.cryo-interactive.fr

None

Some Hall Syndicate

Beautiful Environment

Top Notch Sound

Original Storyline

Some Bug

Amazing Shot To Hell

OVERALL RATING

77

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Action Shooter

Pentium 333 Mhz
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4 MB 3D accelerator
2 X CDROM
50 MB hard drive space
Win 95 DirectX 5

Pentium 450 MMX
16 MB RAM
4 MB 3D accelerator
2 X CDROM
50 MB hard drive space
Win 95 DirectX 5

Rage Software

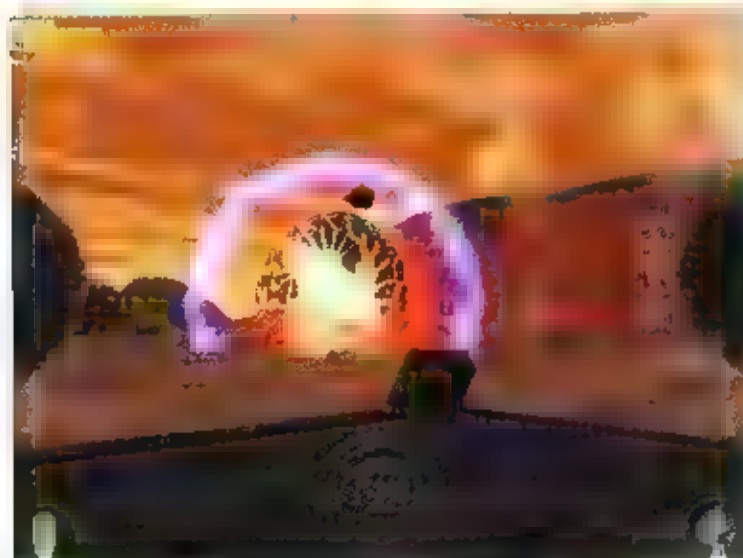
Rage Software

Multimedia Warehouse
Tel: (011) 315-1000
R 299.00

www.rage.com

www.gamesdomain.co.za
3.5 MB

I had a hunch a while ago about the recent deluge of science fiction movies at cinemas around the world. It's the American government's way of warning us up to the fact that aliens exist and might one day wipe mankind off the face of the earth. After watching so many movies, the knowledge of alien wars invading, infesting and obliterating will be caw news to take when it finally happens.



A new star is born, we are not alone!

INCOMING

Short and sweet

The story in Incoming is woven on very thin cloth. Indeed, tug on it for substance and it'll fall apart, examine it closely and you'll see gaping holes in its threadbare work. The manual devotes two short paragraphs on setting the scene and during the game you are kept up-to-date with snippets of information and surprisingly enough a slightly unexpected twist in the plot. Early in the 21 century increasing reports of UFO sightings are largely ignored by the world's governments, who are too wrapped

Anomaly Detection and Tracking Array (ADTAT) facility. Soon after the far flung goes online with a series of test runs the aliens are alerted to this new threat and begin their final assault on Earth.

Tid Bits

The hidden game is a frantic check-point racing game on the surface of the moon. Type in flymetothemoon at the main menu and you'll find yourself racing against the clock through giant hoop structures while fighting off alien attack craft.

It's my first day here, what do I have to do?

The entire game is played over ten scenarios and each scenario is split into a number of different phases. This game is huge - here is about 65 different levels to get through and just when you thought you've seen the last alien ship disintegrate

your sights another way begins its attack. There are even a few hidden bonus levels for the more dedicated players. You'll be ordered to complete tasks in a number of locations beginning in Africa and working your

way to the Arctic. There are even a few missions to complete in remote locations such as the surface of the moon and an unknown planet in the Crab Nebula. Each location has a different graphical theme so you won't fall asleep looking at thousands of square feet of seen-it-all-before game terrain. Each of the different phases will have you piloting a number of different craft including helicopters, tanks and fighter jets, you'll even get to fly some futuristic craft along the way. The most fun phases in the game are the ones where you get behind one of your base's defensive gun emplacements. I've always wanted to do this in a game and Incoming delivers everything I could have imagined and more. All the different craft have unique control systems, which need to be mastered to conquer. It is a bit disconcerting getting out of a helicopter for one phase, then getting into a tank, a fighter and finally sitting in an anti-aircraft gun. The control systems for each craft are relatively intuitive but do need a little getting used to.

'Incoming is currently the best arcade action shooter available. It doesn't try to do anything new, it does what it says on the box and that is truly a rare thing indeed.' RedTide tells all.

up in their own corruption and greed until, in May 2008, an alien force launches an offensive on an international base on the moon. After the attack and subsequent evacuation of the lunar base coupled with the imminent threat from above and suspected alien base in the Arctic work begins in Kenya. After a near kill-mission on a secret project, the

Incoming (cont)



A new style of drive by shootings

There are a number of difficulty levels and ways you can play Incoming depending on your personal preferences. There is an Arcade option where you can select your craft and jump into any of the scenarios. In this mode a number of power ups appear in the sky that are not normally available in the actual game. The next option is Campaign Action. Here the phases and scenarios follow on in a

stretching the laws of creative license with the word strategy in this case. These strategic phases look like an attempt to appeal to the more discerning game player and often interrupt the frantic action of what essentially is an action arcade shooter. The point though is that you can play the game anyway you want so if you're not into strategy, then don't play it that way.

There is a huge selection of Multiplayer options, including the late split screen option. This means you can have up to eight people playing on four computers all in split screen mode. There is a death match game where the objective is to rid the skies of your friends by flying any of the available aircraft in the game, including the alien spaceships. If you like a different type of network game then you can play defense force where you must defend an installation against enemy attack. There are also team play options and a wide range of networking protocols to choose from.

The perfect game?

Incoming is a monolith of perfection. It has no defects on its slick surface, no cracks in its execution and you'll be hard pressed to find any flaws. Incoming does its job with awe-inspiring ease. You will need a graphics accelerator card to play it. This will limit the market for the game slightly, but if there was ever a time to make that essential purchase, that time is now. There was one slight flaw in the sound department that should be mentioned. As you play you will be aware of the musical score



At the main menu screen type in oldmacdonald and you'll be sent on a critical mission to protect a farmhouse against jumping cows, not for the squeamish and definitely more fun than cow tipping.

Did I hear someone say mad cow?

structured sequence, you have a job to do and it'll be game over for mankind. The Campaign Tactics mode is a slightly different slant on the Campaign Action in that occasionally you'll get to direct the action from a more strategic vantage point. Don't be fooled by the word strategic though, the developers have been

it's not intrusive and has that familiar feel to it that all arcade shooters have. The sound effects are slightly drowned out by the music, but this can be adjusted. I really would have liked to hear louder explosions and other effects though. It simply lacks that extra oomph in the sound department.

This game is so single minded in its abuse of your 3D accelerator card that you'll often end up staring at the screen slack jawed, making groaning noises. To try and convey effectively just how good the graphics are in Incoming is hard but here goes. Incoming is the first game I've ever played where it took me longer to select which screenshots to use for the review than the actual writing of it. Now add all that with some of the most intense action available and you have a non-stop action shooter that will leave you exhausted after each game. If you're looking for depth and a delicately balanced interactive game then go buy something else. Incoming is a shallow, mindless action festival and proud of it. Incoming also does one other thing very well and that is flaunting its lush graphics in your face as you deh

overwhelming odds, and with a smug grin obliterate wave after wave of alien attack craft. Eye candy and sensory delights invade your every pore, heed the warnings - Incoming will induce gaming epilepsy no matter what your medical condition.

Increasing is currently the best arcade action shooter available. It doesn't try to do anything new, it just does what it says on the box and that is truly a rare thing indeed. Let down by it's weak story, it plays like a dream - which is the most important aspect.

98

80

87

83

81

95

www.rage.com

OS/2 (2-4)
PC/95 (2-4)
MacOS (2-4)
Serial Connection (2-4)

Graphics To Die For
+ Exhausting Action
+ Multiple Network Options

3D Accelerator Req.
Sound Effects

OVERALL RATING

84

emulator way back, the game Descend? Forsaken is a new game from Acclaim with a different type of gameplay. Although Forsaken features the same type of gameplay as Descend, that is where the comparison stops. It has cutting edge graphics and some of the most enjoyable characters you will come to meet in a First Person Shooter (FPS vehicle Shooter) in date.

In the near future, scientists discover a way to manipulate matter at its most basic level. On their way first try, the Fusion reaction goes all wrong and blows the majority of the population away, leaving a devastated Earth from its axis and with no atmosphere. Everything that hasn't been destroyed soon perishes from exposure to the sun's radiation. Shortly afterwards, the High Senators of the Imperial Technology ruling body of the Multiverse decide to investigate the matter and remove everything that they deem valuable. At this time, the Senators deem need for her study, they call forth units on quind duty.

Several months later, the Earth is declared a barren and making it up of mud to every scum bag rogue pirate in the universe. This is where you come in, bring one of those scumbags! Personally, I enjoyed the old story not when that you see the human race destroying themselves.

You play as one of the dozen characters introduced in the game, always choose one of the futuristic hoverbikes available to you. The characters compose of males and females, each with their own unique personality and quick dialogue, which remind me of Duke Nukem's one liners. Some of the character dialogue consists of swearing and foul language, as well. Personally, I liked my character swearing whenever he gets his butt kicked, but for those that find it obscene, there is an option to toggle the mature content off.

After finding a bike that suits you, your job is to scavenge the Earth for anything that looks valuable. The bad news is that all the good sites are guarded by a variety of robotic units with one goal in mind: destroy anything that moves and to make things

worse there are other scavengers picking up loot from the dead, looting around as well.

Forsaken has a variety of weapons available to you for killing those ever elusive robots. There are 6 primary weapons, 6 secondary weapons and 1 drop weapons. Primary weapons consist of energy type, while secondary weapons consist of rock type, the 6 are also drop weapons, which consist of mines. One of the more interesting features in Forsaken is seen when you use a drop weapon. A little camera window pops up showing you the mine you've just set off. There is also a window that can be closed, the view behind you. These own camera views come in very handy during multiplayer games.

One question that did arise was asking is in the enemy units department. It is not that there aren't enough Acclaim simply introduced them too fast. You get to



First Person Shooter

Min Required Recommended

Pentium 486 MHz
Pentium 486 MHz
16 MB RAM
4 X CDROM
40 MB hard drive space
Win 95 Direct X 5.0

Pentium 200 MHz
32 MB RAM
30 X Accelerator (500 vix
4 X CDROM
40 MB hard drive space
Win 95 Direct X 5.0

Acclaim Ent

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PC Multimedia / Datatel
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146 Mg

see all of the enemy units with in the first 2 levels, leaving a bad taste in your mouth. In later levels, the AI is a coverage and Forsaken keeps the levels difficult by using more enemies rather than by using a few with better AI. Some of the enemies will just rush and shoot back at you, when a locked enemy will show some intelligence and dodge your shots and even fire behind obstacles.

The biggest difference between Forsaken and traditional FPS games is in the 3D freedom. Your

hover bike can move up, down, left, right, forward and backwards at any one time. For someone like me, who has been playing Quake II for such a long time, took a bit of getting used to, but the 3D freedom adds a lot of new tactics, especially in Deathmatch.

Acclaim didn't forget about the beginners, but there are a few advanced options for leveling out your hover bike. Forsaken has the most extensive control options I have ever seen in a game. You can virtually redefine all of the keys in the game, as well as set some advanced options for your mouse, like setting the sensitivity for up and down

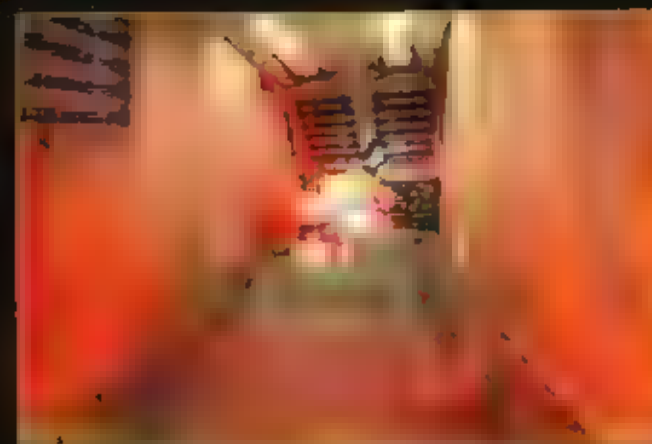


Did you enjoy Descend? If you did, rush out and get this title for your collection. It is sure to keep you occupied for some time.



A new star is born, we are not alone!

Forsaken (cont)



A special shot for all you Claustrophobics



A look at what the Hell's Angels of the future look like

movement as well as left and right movement independently. Unlike previous FPS games, Forsaken makes it easy for even beginners to configure the most advanced options using a simple to understand menu system. No more copying the editing and trying to blind boys with a confusing console.

All the areas in Forsaken are beautifully rendered and some of the effects are breathtaking. To see Forsaken in all its glory you will need a 3D accelerator though. The game simply flies when running on an accelerator and has some of the crispest detail I have seen on accelerated games. There isn't a lot of detail in the level textures making the levels seem crisp since the textures won't turn into a blurry mess when you get up close. Acclaim's developers did a superb job with the weapon and special effects, most of them like dynamic lighting in totally original ways. The "energy" projectiles swirl as they go flying towards the intended target. It leaves you breathless the first time you see it. There are also the usual FX found in most new FPS games today like lava, fire and fog. Even though I have seen them before, Forsaken makes them look refreshingly new with added detail and correct usage. Acclaim didn't go overboard and just throw these effects in every conceivable scene.

Not only are the graphics spectacular but the programmers did a great job, no wonder they use Forsaken for benchmarking.



Forsaken beauty shot: one of the best FPS games available today.

Although Forsaken includes a single player game, it is multiplayer where the real meat is. They have included support

for LAN and Internet play. Internet games can look on KALI and the ZONE where they will find people wanting games. Unfortunately Acclaim neglected to include a dedicated server option, so you have to go find someone to play with personally. I see this as Forsaken's biggest downfall. In a couple of months players will get bored with looking for other player and eventually only a handful of games will be playing over the net. The game does however play very smoothly over the net with no major lag for games with up to 5 players. Above 5 players the game will start to lag a little, becoming increasingly unplayable with more players. Acclaim has announced that they will be implementing a server-client model soon, but has of yet not given information on the release date.

Overall Forsaken is one of the better games released this year, but before you go out and buy it, ask yourself one question. Did you enjoy Descend? If you did, rush out and get this title for your collection. It is sure to keep you occupied for some time. If you haven't played Descend and decide to give it a try just remember that Forsaken plays a bit different than your traditional FPS games. That is the main determining factor. Some FPS games love it, while others just plain hate it.

Forsaken introduces the gameplay of Descend to a new generation. The game features superb graphics, lots of weapons, an environment where true 3D movement is possible and exceptional control options. Enemy units are introduced but fast leaving few minutes for the day.

93 89 87 82 88 90

www.forsaken.com

10X/SPX (2-4)
TCP/IP (2-4)
Modem (2)
Serial Connection (2)

Excellent Graphics
True 3D Movement
Excellent Control Options

Predictable F1
No Dedicated Servers

OVERALL
RATING

88

hat racing games have lacked over the years is the ability to entertain without the fuss of selections and menus. The developers have tried to gain market share by creating technical racing sims that have too many options before you can actually get in and race. Once you have actually driven the scintillating line you are normally so befuddled that it takes the fun of racing out of the game.

Fortunately Motorhead is more in tune with the arcade side of racing and even though there are five different racing options, you are still able to enter races quickly. Motorhead is one of the best looking racing games on the market with 3D acceleration and software graphics, not neglecting the gamers' graphics card. In either mode you will be highly



turns, flashing before you. What makes the tracks interesting is the way in which obstacles are strategically placed to surprise you and to keep you on your toes. One lapse of concentration can send you from first to last place because the computer-controlled cars are never a letdown. Cars are futuristic in appearance and performance, reacting to the surfaces with realistic actions. The cars swivel and sway with the inertia created by cornering and

'This is a pure adrenaline arcade racing game with minimal simulation options that pits with the best of the crop.' Storm dons his crash helmet to test drive Motorhead.

impressed with the amount of detail and special effects that are splattered all over. Sometimes it does get a bit irritating at the excessive use of lens flares but this is the only downside to the graphics I could find. A not-to-distant 3D formula environment is superbly rendered and some of the best designed tracks have come across in a racing game will ever be. Tracks are designed for speed and control, with long straights and 90 degree

braking. Planned racing is also needed when dealing with the car choices of speed, acceleration and grip. Most of which players want is the speed but



Trying to drive in a straight line can be difficult

then compensation has to be made on the acceleration and grip having your car vulnerable to tight corners and off road excursions.

Race allows you to race without the hassle of choosing vehicles and tracks. The computer will use the previous race settings. Single Race will allow you to race using any of the available cars and tracks in a one race stand off. Time Attack is similar to Single Race but has no computer controlled opposition and pits you against the clock and the best lap times. Ghost Mode is then similar to Time Attack but records the races and then gives you the

Racing

Peripherals: 200 MB RAM
256K PCI VGA (DirectX)
4 X CDROM
100 MB hard-disk space
Win 95 DirectX 5.0

Gremlin Interactive

Gremlin Interactive

Multimedia Warehouse
Tel: (011) 315-1000
R 299.00

www.gremlin.co.uk

www.gamesdomain.co.za
99 Mg

Most arcade racing games are all speed and no braking. This cannot be said of Motorhead. If you want to finish in the top three then precise control and braking is needed to gain the advantage over the computer controlled cars, which have above average AI for racing games.

There are five one player options available for different racing types, these consist of Quick Race, Single Race, League Race, Time Attack and Ghost Mode. Quick

(cont)



The bodyshop must have made a fortune off these competitors.

option of racing against a ghost vehicle representing the recorded car. The main and most enjoyable selection is the League Race, which pits you against the team of the computer players. You start in the 1st division with a minimal choice of cars and have to finish in the points to gain either

1st or 2nd position in the standings. Once you have qualified in a division you then gain access to better performing vehicles after that you are eligible for finals. Winning the 1st championship and gaining special bonuses. It may sound easy but the computer has some interesting driving

tactics up its sleeves and is no push over. If you happen to finish 7th or 8th in the Standings you will be relegated and will have to qualify all over again. Once you have gained access to the vehicles and tracks via the League you will then be given the options of using them in the other sections of the game.



Who said racing games don't have flight sim abilities

fact, up its sleeves and is no push over. If you happen to finish 7th or 8th in the Standings you will be relegated and will have to qualify all over again. Once you have gained access to the vehicles and tracks via the League you will then be given the options of using them in the other sections of the game.

If you happen to have a few friends and a LAN, Motorhead has full network support and lengthens the continuity of the game. As usual there is much more fun in whipping your friends in a dual for the checkered flag. Network speeds are excellent with no setup problems incurred. There is also modem and serial support as well as a handy multiplayer installation that welcomes the multiple CD problems.

The sound tracks and effects are similar to other games of this genre, the engine roar and the tyres screech as per normal. The in game music is barely taken notice of because you are too busy concentrating on the intense racing.

The overall gameplay of Motorhead is the finest you can get in a racing game. Challenging AI and tracks make the racing fun and exciting. Racing lines and vehicle control can be studied and understood for any attempt at the 1st title. This is a pure adrenaline arcade racing game with minimal simulation options that pits with the best of the crop. Motorhead deserves a merit award and is a viable purchase option for those gamers looking for the fun in computer games with the least possible fuss.

Races are won with close and attractive racing



Storm



I wonder if the road has a purpose in this race?

First person arcade racing set on bringing back the fun into racing. Excellent graphics and challenging tracks pace you against (realistic) computer AI. Full network support adds depth and options to an already packed development.

92 86 88 NA 81 87

www.gremlin.com

High Speed Action
Emotionally Scenic
No Long Menus

Full LAN (2-8)
Modem (2)
Serial Connection (8)

Ultimate Race Pro
200 MB RAM

Full Motion Long Phases
Minimal Waiting Options

OVERALL
RATING



REVIEWS UNDER FIRE

Storm tries to hack, slash and decapitate his way to heroism

With the history of excessive violence in computer games gaining momentum, it now has become a selling point in arcade gameplay. Die by the Sword does not hold back in the violence department and can be considered to be excessive. Though without it, it would be a deadly attempt at a 3D action-adventure. Ultimate hijinks of hacking, leeching and jabs off without a feeling other body parts in motion like moves is what makes DOTS fun to play.

Played from a behind-blade dynamic camera point of view synonymous with the Raider are used effectively in DOTS. The accelerated graphics are extremely impressive and the software more is simply encouraging. Frame rates are quick on standard entry machines and the icy shifting problem encountered in most of these types of games has been cured. The character animations are some of the best seen in the 3D genre and are lifelike and smooth. One irritation comes in the so-called visual environment that is supposed to be totally interactive. You found that your sword would pass through walls and doors without reacting to them. This is either a graphical glitch or gameplay addition because of the amount of times your sword does slash the walls.

DOTS has a control system that can be described as difficult yet enjoyable to learn. A full tutorial has been added to adjust yourself to the controls and camera angles. A witty and wise knight takes you through obstacles and traps as you hack at dummies and boxes which helps educate you for the dungeons ahead. There are two modes of controlling your character: Arcade and VSM. Arcade Mode is self-explanatory and uses specific keys to perform standard maneuvers and is the



I wonder if the road has a purpose in this race!

quick and easy way to master your butchery. The VSM Mode is a bit more difficult to master and is the most interesting mechanism I have seen in a 3D game. You control the character via a

number of ways with the best option of keyboard controlling the character and mouse the sword. This is easier said than done and takes time to get even the basic of moves mastered. The mouse must be moved in precisely to simulate a slash or overhead hack, but using the crucial ingredient and initially has you missing a limb at the process.

Overall depth of choices is a little disappointing with the main objective to complete the quest and rescue the fair maiden. Not an original story but then who cares as long as you can hack some goblins dead? You make your way through tunnels and rooms which are filled with traps and hordes of monsters. Your character can interact with most of the items and can search through dead bodies for food that replenishes his hit points.

The background music is eerie and appropriate for the dungeons and your character has some very witty remarks and screams that he uses during attack sessions. He responds with full speech to actions that you ask him to do and even scares off opponents with his charge.

3rd Person Action

Min Required	Recommended
Pentium 100 MHz 16 MB RAM 4.3 Floppy 120MB Hard Drive Space DirectX Sound Comp. Win 95 DirectX 5.0 Mouse	Pentium 150 MHz 32 MB RAM 8 X CDROM 300MB Hard Drive Space DirectX Sound Comp. Win 95 DirectX 5.0 Mouse

Developer: Epic Megagames

Publisher: Project 2

Supplier: Gametronix
Tel: (011) 886-1972
RRP: R 289.00

International Web & Demo Site
www.interplay.com
SA Download
www.gamesdomain.co.za
Size: 84 Mb

orders. The sounds of flesh and limbs being torn are realistic as well as the clang of metal on metal.

One of the best features of DOTS is a very clever AI that the game intelligent enemies use. When injured they shy away from your attacks and also seem to know when you are on the retreat by attacking a your weak areas. I found that my learned from your attack patterns and surround them with blocks and counterattacks. Overcoming the AI was one of the better solutions than a fairly trivial quest. This brings the combat to a level of the main game, which is less and predictable for a game of this genre. Interestingly you have a Multiplayer option or buschening your friends in a 4 player LAN and 2 player modem connection. A Movie Editor has also been included for saving your favorite moves and hot keys in use in the actual game, allowing for some serious routines.

Overall DOTS and Die by the Sword is a welcome change from the normal everyday 3D action games. You are going to need a strong stomach for the violence but then we are becoming accustomed to that.

OVERALL RATING

87 81 86 79 89 88

www.interplay.com

OVERALL RATING

87 81 86 79 89 88

www.interplay.com

Microsoft LAN 2-8
Serial Connection 2-8

Microsoft Windows
+ Innovative Controls
+ Well Designed Levels

Microsoft Windows
+ Innovative Controls
+ Well Designed Levels

INCOMING

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RESIDENT EVIL 2

Spinning webs and skulls are scattered everywhere, reminding us that this has recently happened. We have leaving a bloody trail of death and destruction. The dead are on the floor, the gunshots are a vicious declaration. The windows (strongly) must have taken to twist a human head off in this fashion leaves a chilling image down your spine. Drawing your weapon you proceed cautiously, you can see a widening pool of blood on the floor ahead. Cautiously, stepping closer a moment's pause causes you to look up at the ceiling, the very offspring of the darkness in the eye and

This is the continuing story of the evil that resides in Raccoon City - the story of Resident Evil 2.

MR. KNOW-HIT
Many years ago I remember watching The Night Of The Living Dead with amusement. I recall mucking the actors and thinking that if I were placed in a similar situation I'd be doing things very differently. Finally, years later, I've been given the chance to do just that. I really thought I would be able to put on a much better show under the same circumstances than those pathetic characters in the movie until I played Resident Evil 2. You'll be able to spot me easily. I'll be the guy screaming, just like those people in the movie.

A bloodstain from the past
Raccoon City is one of those unfortunate small town community settings that has been selected to host the darkest side of hell's latest gore opera. The first game, Resident Evil, took us to a deserted mansion on the outskirts of Raccoon City. The sighting of strange creatures and a few murders saw our first two heroes stuck inside the mansion fighting for their lives. During their struggle they discovered that the mansion was

laboratory where experiments had gone wrong. The unfolding story of the Umbrella Corporation, a sinister organisation that developed the T-Virus, a biological weapon. The first game ended with the successful destruction of the mansion. Everyone thought that was the last of the zombies and experiments they had no idea how wrong they were. Soon after the explosion at the mansion the good people of Raccoon City started contracting a nasty skin rash which eventually developed into a severe and terminal case of rotting zombie flesh. Resident Evil 2 now follows the experimental airborne virus as it contaminates the good people of Raccoon City, turning them all into zombies. Your task now is to get behind the current events and finally escape from the tainted

over the heroes - Leon Kennedy a rookie cop his first day on the job and Claire Redfield who also just happens to be Chris Redfield's sister. (Chris was one of the

Buy this game and guaranteed after playing for a few hours you'll be double checking that front door lock and under your bed before going to sleep! has sleepless nights



Down, spilled that raspberry juice on myself once or often.

3rd Person Action
Developer: CAPCOM
Publisher: Virgin Interactive
Supplier: Star Kinetic Interactive
Tel. (011) 445-7900
RRP: R 399.00
International Web Site
www.capcom.com

characters from the first game's setting. It's a nice way of giving us the bonus game which is a good thing for people who have played the first game and really mean nothing to people who haven't. Raccoon City has been lovingly recreated with burning cars and broken glass every street for the sequel. The game is a truly grand disaster area every turn. The battle between good and evil if nothing else, was indeed a

there are four different visual qualities you can play in Resident Evil. Kennedy and Claire Redfield are the two leading characters and can be played separately depending on your preference. Once you have completed the game playing Leon you can do it all over again playing Claire. Interestingly enough, if you've saved your game things you've done with the first character affect how the second character is played. The other two characters can be played later during the game after achieving certain objectives. Depending on which of the two characters you play you'll have access to different weapons and a slightly different slant on the game.

For some zombie-smashing fun, here's a quick start clue. Early on in the game the female lead character finds a grenade launcher, the question now is - how do you say 'spiral' in zombie? Your mission in the game is to survive, obviously, and find out what happened to the inhabitants of the town. If this isn't enough you'll also need to defeat all monsters and stop the spread of

Resident Evil 2 (cont)



Oops! A little more practice landing that chopper and you're set

the virus.
The opening video sequence is not only great for setting the scene but also remarkable for its attention to detail and realistic physics. Everything behaves just as you would expect it to in real life. The cars fish at while speeding away and even the game characters remember to put their seatbelts in before driving away. This has to be the best opening movie I have ever had the pleasure of watching on any platform.

For some reason this game reminded me of Tomb Raider without the fancy moves, good looking hero and dynamic camera. The action is viewed from a huge number of different static camera angles as you move off one screen another appears. The positioning of the camera is often imaginative while remaining practical and each location is clearly presented with nothing important left hidden from view. It's not a true 3D game in any respect but rather falls just under true third person 3D. As your game character moves around the detailed locations you can open doors and pick up items after dispatching any zombies in the area. You can walk or run depending on the urgency with which you like playing, although it is advisable to break into a light canter with our groaning and gurgling zombies behind you. The control system has been improved from the first game but the turn rate with your weapon drawn is too slow resulting in a few close calls with death. If you're approached from two different directions at the same time you'll invariably end up with a zombie throwing on your neck. The controls do respond well and after a few minutes play you'll be moving around without a problem. Access to your inventory, map and documents is accomplished with a quick button press and it's all done so well that you can even change weapons during combat without

you into more trouble than it solves. The more that goes, the number of evil bad guys is directly proportional to the size of your gun. As you start you'll have a firearm and a knife. The knife is mostly useless but keep it just in case you run out of bullets for your



A wonderful array of detailed cut scenes are scattered about RE2

gun. Soon after you start you'll find a shot gun or cross bolt depending on which character you play but after that the weapons are far and few between. There are some nice ones like the grenade launcher which clears out a room of zombies with a loud bang. The flame-



A key that unlocks the towns number one weapon. Zombies

missing a single shot. Things that go boom in the night. There are different weapons to collect during the game and it's hard to describe the sense of relief and sheer glee you feel after finding a more powerful weapon. Now armed to the teeth confidence gives way to caution and often your big new shiny gun immediately gets



thrower, magnum and a few modifications to your existing weapons all help you in your task.

Should zombies be allowed to vote
Zombies seem to be taking out the sky there are hundreds of them filling the town and police station, and they are usually quite easy to dispatch provided there aren't too many of them. If you aren't fast enough you'll get swarmed and overcome by them. There are a number of different types of zombies ranging from zombie ops to a nasty screaming female zombies. Eyeball pekingers, discoo, frogs and mutant spiders also line up in your sights as you explore the various locations in the game. There are even these eating plants out there - this is what happens when you use zombie manure in your garden.

The sound effects in Resident Evil 2 are as detailed as the graphics. Walk over a metal grate on the pavement and your footsteps will echo with a dull metallic thump. Similarly walk over broken glass and you'll hear the crunch of glass disintegrating. Besides adding to the realism of the game, sounds often provide clues as to what to expect ahead. The music also plays an important part in the game and like traditional horror movies increases in urgency with the action, taking

REVIEWS UNDER FIRE

Resident Evil 2 (cont)



THEY WON'T STAY DEAD!
In 1968 a movie was released that brought zombies the commercial success they deserve. That movie was Night of the Living Dead. It told a tale of several desperate people trying to survive the night in an old farmhouse while flesh eating zombies relentlessly pound at the doors and windows. It was remade in 1990.

seen him in the twentieth time there is no way to quickly skip past these little movie snippets so you have to watch all the movies. All the time every time. When passing through any door in game a short animation shows the door opening from the first person perspective before the action continues. The question is: do we really need to spend precious seconds watching each and every door open? This may add to the suspense of the game but surprises behind these doors are too far and few between to justify this effort. The last man in a gown is really a glitch but just takes something away from the game. Early on in the game you discover that you can kill zombies even when you can't see them. You hear them making noises on the next screen but they haven't moved into your field of view yet. This does make the game a little less in game has five phases and takes away from the hand to hand urgency of confronting

every remaining node. Please also note that a memory card is a vital piece of hardware you'll need. Actually get another one.

Resident Evil 2 is described as an action adventure title but the puzzle elements won't have you scratching a hard patch on your head. The game is very fun to play and you'll encounter a lot of zombies and other enemies to shoot. Where Resident Evil 2 decisively separates itself from all the other games out there is its compelling atmosphere and unfolding story. Like all great indie movies you just have to see what happens next. The only thing that keeps this game from scoring higher in the opinion is a few silly little problems. What would have helped is a cooperative mode where you and a friend could take on the vile evil creatures in Raccoon City. But this game and quarantine after playing for a few minutes you'll be double checking that front door lock and under your bed before going to sleep.

ResInfo



A day at the Health Spa and you should be as good as new

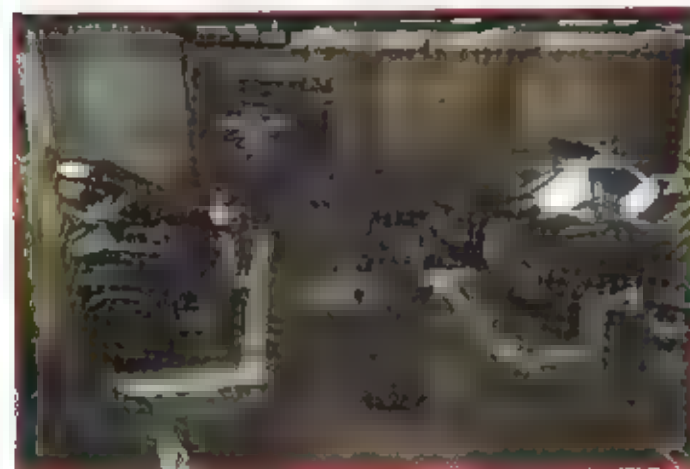
your heart rate will—and surprising you just when you think you've got it predicted. A truly atmospheric game which will assault you every sense.

If you look in the right places the internet is currently overrun with requests for codes, cheats and other cheating options for Resident Evil 2. There are plenty of secrets to find but they usually require that you finish the game a few times in a row to complete it within a certain time limit and it helps if you don't save that

often. The two main favours of secrets to be found include being able to play a few additional characters and gaining access to secret weapons like the rocket launcher.

Nothing is ever perfect now is it? Besides being one of the most

immersive action adventure games to ever grace the humble Playstation it does have a few minor flaws. These problems can really be classified as superfluous given the whole experience but you have to fight to know. Although vital to the telling of the story the cut scenes do become a little tedious if you're



Choices, choices, eenie, meenie, minie, mo. Lets take the black one

OVERALL
RATING

94 94 85 80 84 92

www.capcom.com

Resident Evil 2 is a terrifying experience. Heaps of atmosphere and a slick graphics engine all make this the PlayStation title to own in 1998. The tension and suspense created while playing this game will have you continuously checking over your shoulder while you play.

PLAYER

1st

We hope you'll

Block

Graphics & Sound

Can't Skip The Movie

Atmospheric On Screen Killing Of Zombies

Brutal Violence

Simple Puzzles

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GT GRAN TURISMO THE REAL DRIVING SIMULATOR

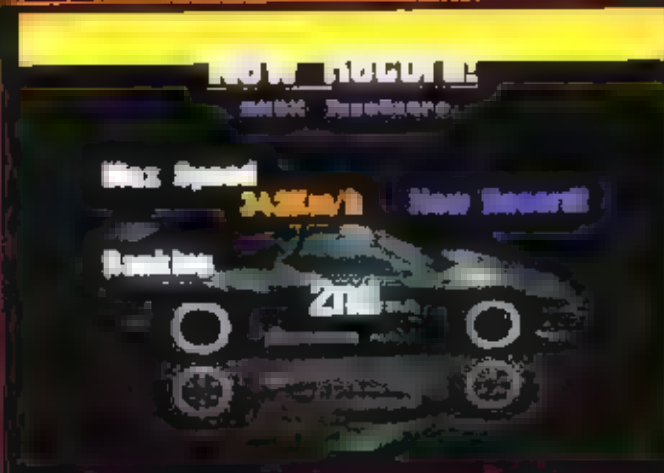
Racing games have been popular over the years and have grown in popularity creating some of the best and most playable games on the PlayStation. The adrenaline rush of the engine screaming at the red line and the frame rates whizzing past before your eyes was backed up by nerve racking races with fierce competition. Now which game was it that gave me that feeling? Actually, it's hard to find which racing game gave me any reason to keep coming back. Until now!

Gran Turismo is the latest racing simulation from Sony Interactive made exclusively for the PlayStation. But this isn't just another racing sim. It is one of the most comprehensive games you will ever find on any platform of gaming machine. The depth and magnitude of this production has astounded me, as well as the intense detail that went into making this the best racing sim on the market by far.

Graphically GT is of the highest quality; photo-realistic textures create realistic racing with super fast frame rates not normally not associated with consoles. The normal glitches of texture slipping have been dealt with superbly by Sony, uncovering the true potential of the PlayStation. There are noticeable differences between the normal race graphics and the replay graphics that has me a bit bemused. Even though the graphics in the actual racing mode is great, there is nothing that can match the exceptional graphics shown when watching a replay. The graphics is smoother, crisper and totally unique to GT. Cars are superbly recreated with the use of a



This is a title that is going to revolutionize the way we play games on consoles and deserves a classic status takes the racing line and Gran Turismo takes the checkered flag



Racing Simulation	
Developer	Sony Computer Ent
Publisher	Sony Computer Ent
Supplier	Ster Kinekor Interactive Tel: (011) 445-7900 RRP: R 399.00
International Web Site www.playstation.com Local Web Site www.playstation.co.za	

finely-tuned rendering routine and real-time lighting effects that are so well designed that they will have you looking twice to check that it is an actual console game.

Even though the graphics is at the forefront of the greatness of this product, it is the sheer depth of information and options that take GT to the next level and beyond. The Developers have been able to walk a fine line between a comprehensive simulation and a playable arcade game with their choice of Arcade and Gran Turismo options.

The Arcade option is the quick and easy way to get racing with 40 vehicles, each one equipped with computer assisted steering for the ultimate driving experience. A restricted number of tracks are available once you have shown your worth on the racetrack. Through solid performances and winning ways you can unlock the extra vehicles and tracks for quicker speeds and closer racing. The Arcade option is best for those players who don't wish to delve into the depths of fine tuning

Gran Turismo (cont.)



Split screen memory card before in multiplayer heaven.



While the GT mode you are overwhelmed by different racing options.

vehicles and prize money winnings, leaving more time to take out your friend in multiplayer split-screen mode.

The definitive option can only be Gran Turismo which has over 300 vehicles at your fingertips to tune and mold into your own racing machine; all of which are available when purchased through tough and intense racing that has you earning money for podium performances. You start off with R10 000 (no specific currency) that is needed for purchasing your first vehicle that should put you on the road to the GT World Cup. There are 10 licensed manufacturers and 11 tracks, including 3 night time circuits that can be raced backwards in 'mirror' mode for extra tracks. Getting in and just racing is not an option in GT mode. Firstly you have to earn your B-Grade license to enter into the lower level races. Earning your license is a bit harder than that first drive, once you have figured out the process of basic driving, you are then thrown into the more intense 100% AI-controlled high speed races. The ultimate test! This all breaks down to the very beginning of the game, where you



the add-on's you choose to purchase. All manufacturers have new, used and special models available for purchase as well as a comprehensive workshop for upgrading your machine to the limit. No stone has been left unturned in bringing a full list of

upgrades from computer chips to weight reduction, all with full machine and changes to the vehicle. Once you have made the changes to your machine, you are able to check the performance through the Machine Test option. Here you can see the speed and acceleration test that is

recorded and saved for future developments that may increase the potency of your vehicle. All of this upgrading will be useless if you don't proceed to earn your licenses that are critical for completing GT.

There are 3 license levels which give you access to harder and more profitable races. The top A-license should keep even the most gifted of players busy for quite a long period of time, keeping you coming back for more even in the wee hours of the morning. The obsession for faster and better performance is what drives GT into the reality of life. Man's need for the best is what makes the world go round and nothing changes in this game. We have



A rendered shot that shows the speed and direction of the racing.



I say old chap that's an innovative way to save money on tyres.

Gran Turismo (cont)



You never know whether you are racing or relying.

with racing games that are just too easy to master and end up being thrown into the bottom draw never to show their ugly heads again. Why won't GT end up with a similar fate? For anybody who has watched a Grand Prix or Rally Championship it is clear to see that handling the vehicle is a difficult and intense process. GT simulates this like no other racing game that I have come across. Lengthy tracks keep your

concentration pinned for longer and the smallest error will have you screaming in agony at the costly mistake of having to restart from the beginning. Splintering and banging into road side objects is not an uncommon occurrence, with the visible lack of vehicle damage. It may not be a bad oversight because you



would probably end up with a ball of metal instead of a costly racing car. A reason why there is no visible damage was put down to CD space and I can honestly say that it doesn't detract from the overall gameplay of the game.

The European version of GT has significant changes to the Japanese version. It is 25% quicker and has music composed by

European artists including 'Everything Must Go' by the Manic Street Preachers. It is also the first European product to offer support for the Dual Shock Controller. A special mention must be said of the new controller that was officially launched with GT, the Dual Shock Analog Controller by Sony. GT has been developed specially to

take advantage of this product and it shows in the control of the game. The vehicles respond well and are easier to handle as well as the vibration mechanism that reminds you that you have to race on the road and not the sidewalk.

With GT we have finally overcome the barriers of hardware limits with Sony showing that the true talent of manipulating technology is in the hands of those with the ability to control it. I have been thoroughly entertained by GT and recommend that anybody who wants to see the true ability of the PlayStation and enjoys the challenge of true GT racing should snap up a copy of Gran Turismo. This is a title that is going to revolutionize the way we play games on consoles and deserves a classic status.

REVIEWS UNDER FIRE



The Options page in GT looks simple but hides the true depth.



Wanda's version of a road, road, racing machine.

OVERALL RATING

Realistic driving and superb graphics combine to make this a classic of its genre. True depth and playability are forged into the gameplay via multiple options focused around realism. The PlayStation shows the amazing ability to perform at its highest without faltering even at its peak.

93 97 97 NA 92 90

www.playstation.co.za

PLAYERS 1

Memory Card 1

Incredible Depth
Superbly Realistic
Lengthy Tracks

Difficult For Beginners

91



Sporting the full compliment of standard buttons, the Dual Shock Controller now features a built-in multi frequency vibrating function that allows players to truly feel the action onscreen.



This device is an adaptor used to increase the number of control pads and memory cards connected to the PlayStation. One unit allows 4 players to play. Two multi taps allow 8 players to play.

When a mouse makes a difference, this specially bred critter makes gameplay easier and way more fun. 2 buttons added for more gameplay options.



Identical to the basic controller, this is an essential purchase for anyone who wants to equip their PlayStation for even-handed two player action at minimal cost.



This peripheral adds a 3rd & 4th axis to deliver realistic gameplay that immerses you into an intense experience especially in battle games and flight sims.



Ideal for beat em ups, this sturdy arcade style joystick has been carefully designed to withstand the most punishing adrenalised use while maintaining pixel perfect control via the microswitched stick.

The radically styled grip is perfect for extended periods of play - and extends the playability of any PlayStation game. A slow motion option allows the pace of the action to be reduced, and each of the 8 buttons on the pad can be set to individual demands.



True arcade action is yours! Brace yourself for the hottest me vs. you gameplay going down, without the drawbacks of a split screen view on a single tv set.



This controller's unique rotating construction allows for greater control and smoother gameplay. Ideal for racing games, flight sims and sports games. Compatible with all PlayStation games.



PlayStation Memory Cards use the latest flash memory technology, providing high speed access to the 64 Kbytes of storage on each card. A transfer rate of 10 Kbytes per second means that an entire card can be read in less than ten seconds!



www.playstation.co.za

A LITTLE SOMETHING ON THE SIDE



REVIEWS UNDER FIRE

remember back in '97 when I used to play Diablo on my PC and eventually became a Bat internet junkie. Now Diablo has been released for the Playstation bringing the Diablo experience to console owners everywhere and its about time. Diablo is truly one of the most addictive games available and immerses you into a world of magic and mystery.

You return to your hometown of Tristram and find a carnage left over from an underworld invasion. Survivors tell of a murderous beast, a fallen knight who resides in the labyrinth under their local church, returning with vengeance you set off with one goal in mind: Destroy Diablo.

You play the part of anyone of the three characters, a Warrior, a Rogue or a Sorcerer. Each class has its advantages and disadvantages. The Warrior is good with close combat weapons and is physically more robust. The Rogue is skilled with ranged weapons and can detect traps while the sorcerer is adept at casting spells but is also physically the weakest. My favorite is the Sorcerer, weak in combat but by the time you reach Diablo he will be most powerful of the three. The bad news is that you can only play as one of the characters at a time. There is no party system in Diablo. I prefer that way you



'Diablo has that something that makes it addictive. DarkSkies kits up in his Sorcerer's Robe and wields his staff as he takes on the dungeons of Diablo.'

only have to concentrate on one character and it makes it easier for first time players to go the hang of RPG.

A major part of the game you will be spending in town or Tristram where you are given the opportunity to buy and sell

items like weapons, spells and healing potions. You will also get to know all the townsfolk and hear their life stories. Having to talk to the townsfolk can become a bit tedious as they tend to repeat themselves often but it is the only way to

get some of the Quests in Diablo. In the Dungeons you will meet some of the head honcho monsters that will drop valuable items when defeated. These are normally quite valuable and make sound additions to your inventory.

The game uses an isometric view to show your character and his/her surrounding environment. The objective is to conquer all the levels of the labyrinth and finally defeat Diablo. On your way you will engage a host of monstrosities ranging from skeletons to zombies with a multitude of other servants in service to the underworld. The way Diablo introduces new monsters



Is this any place for a woman to spend her free time



haven't played as yet, but what they're saying is that you can play with a friend and go and slay Diablo as a boss. Combine this with the fact that levels are created dynamically and never look exactly the same and it makes a game that will keep you busy for quite some time. You can enjoy your single player character and use it when playing in multiplayer mode providing you have a memory card or course. This way you don't have to start off as a totally weak character, and believe me you gonna

Role Playing Game

Blizzard Ent

Blizzard Ent

EA Africa

Tel: (011) 803-4212

R 339.00

www.blizzard.com

every other level keeps the gameplay fresh and you won't find them all until you have finished the game.

While Diablo is considered an RPG, I would rather classify it as a hack & slash game. The reason for this is the lack of depth you spend a lot of time killing monsters but not enough time talking to other characters and exploring the

storyline. Like most games in this genre, Diablo uses a level-based system for the advancements of characters. The more you kill the better you get at doing it while improving your character's skills. By the time you reach Diablo you will be a walking

talking, spellcasting, sword-wielding killing machine.

Once finished with Diablo you can play as the other two characters who you

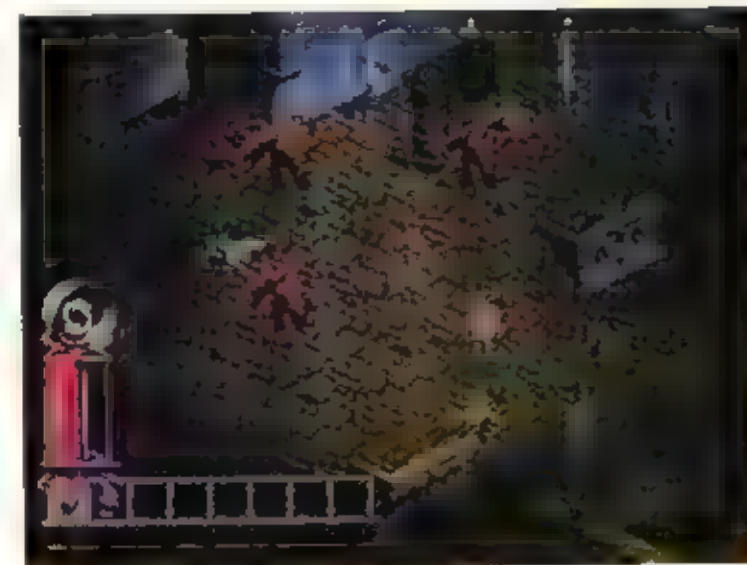


Diablo

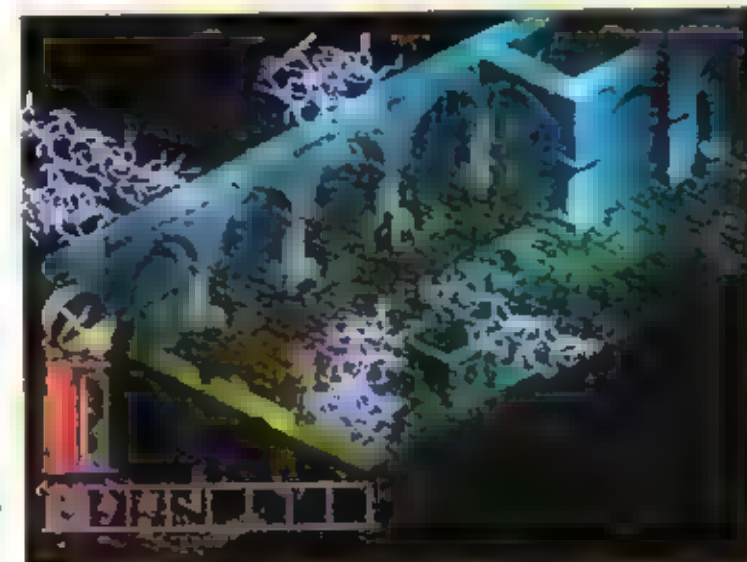
need. The monsters in multiplayer are vicious. There are three difficulty levels to choose from in multiplayer: normal, nightmare and hell. Initially you can only play the normal difficulty but when your character reaches a certain level the other difficulties become available. The most powerful weapons and armor are only available on the hell difficulty, giving you something to aim for. Unlike a lot of Playstation games, Diablo doesn't use a split screen mode, you and whoever is playing with you are represented on the same screen and can never lose sight of each other. While this is fine and dandy and actually works well, it can become a major pain having to go to town for supplies when your partner needs them, but you still want to fight.

A great feature of Diablo is the ability to save your multiplayer character. This makes it possible for you to exchange equipment with a friend if he also has a multiplayer character. Swap, change and sell with anyone you know until you get the equipment you really want.

Considering the multitude of spells, options and handling your inventory, I would have thought the gamepad to be cumbersome but nothing is further from the truth. Blizzard has done an excellent job in making all of these easily accessible. Two control methods are included: not only a beginner configuration for beginners, but also one that those who absolutely have to have everything at hand at all times. There is an advanced configuration.



Friendly bunch of chaps. I wonder if they can take a joke. Whaaaackkk!



Esom have to send out a Electrician to deal with these disturbances

The graphics for the Playstation version of Diablo stays true to the original PC version. The graphics are excellent and is easily on par with the best available for the Playstation today. 3D models beautifully

portray characters while the world is a tile-based scrolling background. The levels are grouped into specific themes and these groups never look the same. All of them have unique life sets, special effects for spells still have to be my favorite. Eye candy in Diablo from lightning that creeps along the floor to walls of flame. All of them have a unique look and sound. There is nothing like watching monsters try at the hands of these spells. It is unfortunate the game exhibits a slow-down when you're in an area where lots of monsters are spells. This doesn't detract from the gameplay and can be overlooked when considering the vast amounts of processing required for the special effects of spells.

Blizzard did a great job in the sound department and characters in your talk in your normal everyday I get to see a Playstation title with speech. In-game sounds are realistic and you can hear when you find the metal or when you find the wood. The music in the Diablo gives a sense of suspense and danger adding to the experience of taking on monsters in a dark world.

Overall Diablo is a great game staying true to the original release which was PC-based. Everyone that enjoys RPG's will have a blast playing Diablo, even the not-so-RPG-obsessed gamers should enjoy it. The multiplayer experience will make Diablo a favorite even after you finish the single

player mode. Diablo just has that something that makes it addictive. I hope Blizzard will port Diablo 2 to the Playstation when it is released next year for the PS.

OVERALL RATING

83 84 80 84 83

www.blizzard.com

2 PLAYER

1.12 GB

Supports Control Up To 12 Blocks Of Memory

True To Original - Slows Down With Spells

Excellent Graphics

The classic PC game comes to the Playstation and stays true to the original Diablo. This RPG offers quality graphics & sound with some of the most enjoyable multiplayer experiences of all time. It delivers fun for any RPG fan. Diablo will not disappoint.

REVIEWS UNDER FIRE

Ancient civilizations drowned, planes lost, at sea, ships missing off rocky coasts, all holding treasures of untold wealth. You play the role of ex-Navy Seal Jack Runyan whose expertise has been sought by the Underwater Mercenary Agency to recover lost fortunes before they fall into the wrong hands. A highly dangerous terrorist group headed by the mysterious Mr. Black is at the forefront of recovering these profitable artifacts in sell-off to the highest bidder, adding mankind's historical pieces.

An interesting story and plot is followed by a totally different approach to 3D gaming, an underwater adventure. We have had a few other titles the same genre but with little impact. TOTO surprised me in its ability to create interesting and beneficial missions all based on recovering precious cargoes and saving the underwater environment, all while battling the currents, sharks, barracudas and the dangerous mutants.

TOTO has very good graphics with impressive underwater representation. Fishes swim past in schools and Mania Rays glide with grace and realism. Sharks lurk in dark areas waiting for the unsuspecting diver. Normally your Black Ops have done a great job of making TOTO as fun to play as we can get in a console game.

When first inserting the game in my PlayStation I was extremely sceptical at what was to come through. I was hoping to get this one finished as soon as possible. I crossed my fingers. Never have I been so misguided about a product. TOTO is not a classic but the few games are. War TOTO does immerse you in the game of underwater recovery with a bag full of sub missions but all quickly keeps the interest in the game. You are equipped with the minimal of weapons and equipment to begin with, but after diving for treasures and artifacts, your bank balance allows for upgrading these options. Diving into purchases of timing missiles, night goggles, heat seeking missiles and swifter underwater Subs will help combat the evils that lurk in the deep. Better subs with more cargo space and weapons with improved firepower are your only hope of survival in this cat and mouse game with Mr. Black.

The mission objectives are the most enjoyable facet



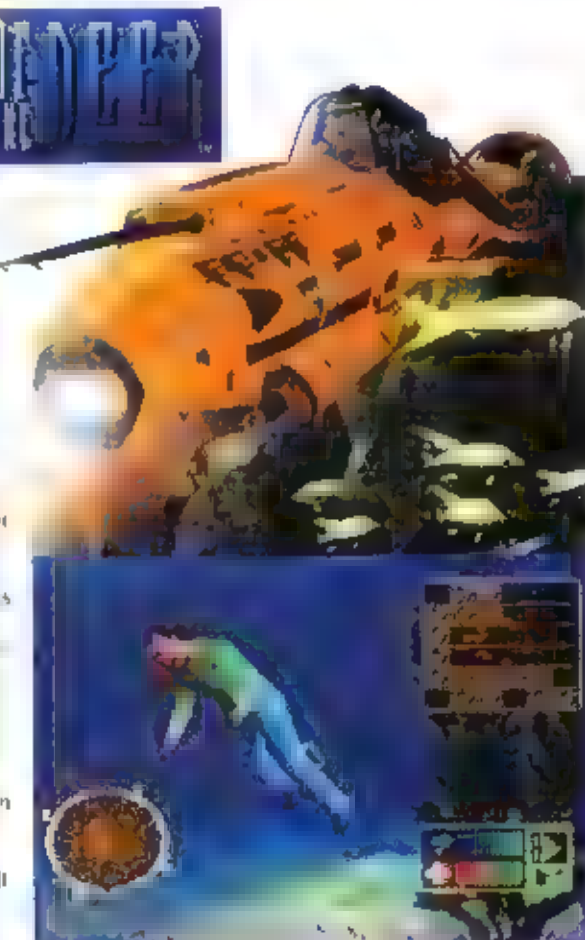
of TOTO, consisting of stopping leaks from gushing oil rigs to recovering voice boxes from crashed passenger planes. Sub objectives are also well thought out and include not letting dead passengers to racing against the clock or extra money. Even though once TOTO is finished it doesn't hold much in the way of continually the amount of tasks that are to be completed are enough to keep you busy for long stretches.

There are two viewing modes available in TOTO, 3rd and 1st person, with the 1st person being the easiest of the two. The control mechanism was a little off at first because of the standard controller and its inability to accurately move, but this was overcome by the option of the Analog Controller which made the control smooth and reliable. If you don't have a controller, it will take a little time and practice to get use to the joystick and the lack of multiplayer is not a oversight and is not a drawback.

Although the addition would have made a more complete game therefore TOTO stays back in the continuity of the game.

Overall TOTO measures of the deep surprisingly entertaining and refreshing from the usual seek and destroy games. This title won disappoint its purchaser and will quickly become the winner it should be.

Don't you know it's dangerous to swim without a lifejacket?



Underwater Adventure

Developer: Black Ops

Publisher: NAMCO

Supplier: Star Kinekor Interactive

Tel: (011) 445-7900

RRP: R 369.00

International Site

www.blackops.com

Local Site

www.playstation.co.za

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Underwater Adventure: Treasures of the Deep

REVIEWS UNDER FIRE

One day you just wanna sit back, relax and play a game that doesn't take too much concentration while being thoroughly enjoyable. The platform game, *Klonoa* from Namco, fits the bill well and looks better than most. Join Klonoa on a journey through a magical world where dreams and reality merge. Uncover the mystery of the Moon pendant and save the singer Iphise from the clutches of the evil Ghadius in this



based translation of their alien language. The voice of characters is yet another element that can be called cute: the characters sound similar to the Cwoks in *Star Wars: Jedi Knight*.

Namco has put together an amazing world filled with vivid colors and detail. The world Klonoa finds himself in is polygon based and features detailed textures making the world a pleasure to view.

Join Klonoa on a journey through a magical world where dreams and reality merge.

imaginative, enthralling adventure. - not exactly original but the save the princess stories work well for this genre.

You play the part of Klonoa, a furry little black and white animal with wings or ears that look more like a little kid than a talking mouse. Your sidekick, Pooka, who resides in your magical ring, is also present and functions as your weapon for attacking the bad guys. There is only one word that can describe the characters in Klonoa and that is 'cute'.

What makes Klonoa an enjoyable game and sets it apart from the rest is its easy yet challenging gameplay. There is only a jump and shoot button. The magical ring gives Klonoa the ability to inflate the bad guys and carry them around above his head after capturing them. The captured bad guy can then be hurled at other enemies to destroy them instantly or be used for a double jump. There are a variety of areas in the game that can only be reached using the double jump and it's a feature you need to learn early on.

There is a lot of jumping from ledge to ledge and collecting of gems like in any other platform game, but throughout the levels you will meet characters to converse with and find out clues and information on the whereabouts of Iphise. I found the little chats between characters a great method for advancing the story line. The voices of the characters, chattering away in the background are unintelligible and you need to read the text

have a variety of animation frames to represent the actions that are performed on screen. Klonoa offers a fast frame rate and the scrolling appears flawless, even when the view rotates your character to face another direction.

The bad guys in Klonoa are predictable like in any platform game, but a special mention must be made about the bosses. Instead of having to do the usual shoot and run routine in Klonoa you need to study your environment and find object to help you in the task of defeating them.

Another feature in Klonoa that sets it apart from the majority of platform scrollers is its semi 3D environment. Don't get me wrong, you still can only move left or right, but the screen will rotate giving the appearance of moving in true 3D. This feature has allowed Namco to make some interesting levels with puzzles that rely on eye-hand co-ordination and timing.

A special mention must be made about the cut scenes in Klonoa, which, comical, they are some of the best

Platform	
Developer:	NAMCO
Publisher:	NAMCO
Supplier:	Ster Kinekor Interactive
Tel: (011) 445-7900	
RRP:	R 369.00
International Web Site www.namco.com	

animated cut scenes I have seen in games of this genre to date. They are pre-rendered scenes showing the characters in all their glory. You are treated to a lengthy one of these for the introduction and I sets the tone for the game nicely.

One area where Klonoa does disappoint is in the continuity score. The game is way too short and experienced players will be able to finish the game in at most two days. There is no multiplayer support further bringing down the score.

At the end of the day Klonoa doesn't offer a lot of depth and has to be played purely for the joy of playing. The game is also suitable for all ages making it a product for the whole family. If you are in the market for a game that doesn't require a lot of strategy or brain power and are looking for something that is just plain fun to play, and cute too, you might just be surprised by Klonoa and find a game that is thoroughly enjoyable.



This is where Klonoa could do with a pair of NIKE Air

OVERALL RATING

82 80 84 78 70 80

www.namco.com

PLAYER: 1 Memory: 100%

Top Notes: Good! Bad! Very Good! Very Bad!

79

REVIEWS UNDER FIRE

Recently released for the Playstation is a cowboy action game called *Lucky Luke* from Infogrames, based on a comic strip that first appeared 50 years ago in America by the same name. If you have ever rented the animated movies available here, in South Africa, video stores you will know exactly who Lucky Luke is. The game is more aimed to the younger end of the Playstation market and doesn't offer a lot of depth.

Lucky Luke gives you something important to aim for. Believe me you rarely pass the opportunity by or collecting one of those precious coins. By using the password level system Infogrames also make it possible for gamers without memory cards to finish the game using the latest in 16-bit cartoon technology. Infogrames bangs this



Darkies takes a trip to the wild west in this wacky gun toting, bar bawling, adventure.



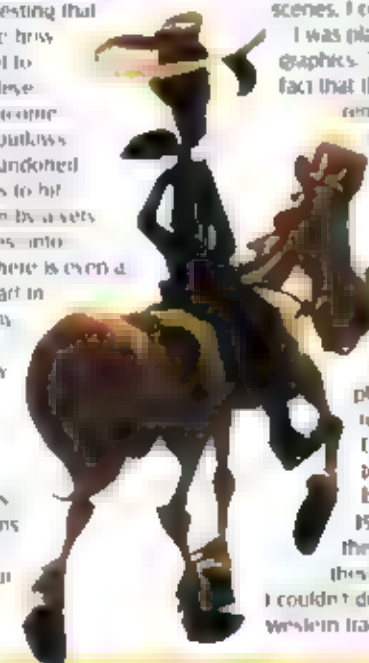
You take on the role of Luke, enforcing the law in the old wild west and generally making the lives of criminals hell. This has to be the first cowboy game I have ever played in my life and it is a refreshing change from the usual sci-fi boss and gun games. It takes place over 17 levels and I found it interesting that Infogrames would change how the game plays from level to level. You start off with a level where Luke needs to overcome obstacles and shoot the outlaws hanging around in an abandoned mine. Luke then proceeds to hit a large outlaw, next he goes into saving a hijacked train. There is even a level where Luke takes part in a bar room brawl. The way that the game keeps changing the style of play necessary to succeed in each level keeps the gameplay fresh and interesting.

In most of the levels Luke can collect gold coins and he's aren't just here for a fun little increase your score. At the end of every level you will have the option to buy a password that enables you to continue from that point without having to restart. I was surprised the first time I had to pay for a level password and had to start over again since I didn't have enough gold coins for the purchase. Unlike other games where you just collect coins & gems for score

cartoon technology also gives characters exceptional fluid motions with animations for every action. There are also some high quality, 3D scenes, including showing Luke and the outlaw gang all work. Even though the character look good and there are some excellent cut-scenes, I couldn't shake the feeling that I was playing a game with inferior graphics. This largely due to the fact that the scrolling background reminds me of the cartridge

console era. Back to when games only had 16 color palettes. The background is far too dull and Infogrames should have used more hues of brown to make it more alive.

One feature I did enjoy though was the spaghetti cowboy music playing in the background. It reminded me of the old Clint Eastwood movies and adds to the overall feeling of being in the west. There are 19 soundtracks included in the game, but if you ask me they all sound the same. I couldn't distinguish between one Western track and the other.



Darkies taking the cowboy role, Lucky Luke, is the first wild west action game. Gameplay differs from level to level keeping it fresh. Graphics compare to games of yesterday but doesn't distract from the gameplay too much and couldn't mark who is the moving target of the attack.

Side Scrolling Action

Ocean

Infogrames

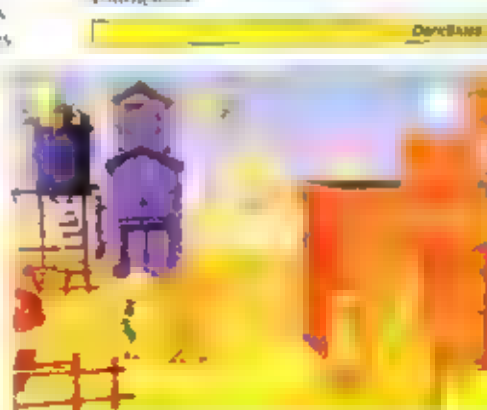
Ster Kinekor Interactive
Tel: (011) 445-7900
R 379.00

www.infogrames.net



Luke has his trusty gun to help him here

Lucky Luke doesn't offer the best looking graphics available today and reminds me of Playstation games of yesteryear. It is however a fun game to play and changing style of gameplay keeps you from getting bored. I would only recommend the game to people looking for something different or parents looking for a game that is suitable for their youngsters.



Manual labour was the only form of income in the west

OVERALL RATING

70 71 76 78 69 72

www.infogrames.net

PLAYER: 1 Memory: 100%

Top Notes: Good! Bad! Very Good! Very Bad!

69

Voodoo 2 cards are hitting the market left, right and center. admittedly we only have three brands in the country right now, since the Pure 3D II has made its way across the ocean. The question is which one offers the best value for money at the moment.

We'll take a look at the Creative 3D Blaster Voodoo2, Diamond Multimedia Monster 3D II and Canopus Pure 3D II to see which of these cards offer the best value. I based my choice on the following factors: ease of installation, performance, bundled software, support, availability and price.

Installation
The Monster 3D II, Creative 3D Blaster Voodoo2 and Canopus Pure 3D II each take up one PC slot and comes with installation software, a manual, a pass-thru cable and a SL connector for those who are fortunate enough to have enough money to buy two. Also included are some full-featured games. Installation is a snap and even the inexperienced PC owners should find it easy. Open your case, find a free PCI slot, plug in

New Age Gaming Voodoo2 COMPARISON

the card and connect your monitor to the Voodoo 2 based accelerator. Then you proceed to connect the pass-thru cable. One end of the cable connects to your 2D Display card and the other to your 3D accelerator. Close your case, secure all the screws and you're ready for the software. What could be simpler?

As soon as you boot up your PC into Windows 95 it will detect your new card and all you have to do is enter your driver CD

and tell Windows where to find the drivers. At the end of the driver installation a reboot is required and as soon as you get back into Windows 95 you are ready to experience the world of 3Dix games.

Performance
Both the Diamond Monster 3D II 12 MB and the Creative Voodoo2 12 MB are based on the 3Dfx reference board design and look almost exactly alike except for the company logos on the boards of course. It is no wonder that both of these cards perform almost exactly the same. The Pure 3D II on the other hand is a little shorter and has a custom design. The in-house designed board is slightly faster but does not steal the overall show.

At the end of the day prospective buyers will have to look at bundled software, support, availability and price. The performance difference between the cards are so minor as can be seen by our benchmarks, that it shouldn't make a difference in choosing one or the other.

The Creative 3D Blaster Voodoo2 comes with some full versions of current games. Inside their box you will find full versions of Incoming, G. Police, and Ultimate Race Pro.

All of Creative Labs distributors don't sell to the public and the 3D Blaster Voodoo2 is only available from computer retail outlets. The upside to this is that the card is available. Currently the Creative Labs 3D Blaster Voodoo2 is selling for R2199.00 at most of these retail outlets. Not exactly a great price but you do get one more game in the box.

Creative Labs has the advantage of being a well-supported product in South Africa and have support centers in major cities making it easier to have tech support take a look at your

card should it be faulty or give problems. Unfortunately the 3D

CREATIVE 3D Blaster Voodoo2



Blaster Voodoo2 only comes with a 12-month warranty and most gamers will be using their cards well beyond the warranty period. Forking out that kind of cash for a gaming card you would expect an extended warranty.

Where Creative Labs do shine is in their driver support. It is rock solid and they seem to have new drivers out before the competition. They also have a web section dedicated to Q&A and links to the latest patches for 3Dfx accelerated games.

R 2199.00 RRP
Creative Labs Africa
(011) 804-6555
www.sdc.co.za



Creative 3D Blaster Voodoo2 Benchmarks

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance

Quake 2 Timedemo Benchmarks			
Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	55.1	54.5
640x480	Timedemo 2 demo2.dm2	54.3	53.6
800x600	Timedemo 1 demo1.dm2	38.7	38.6
800x600	Timedemo 2 demo2.dm2	39.8	39.3

Final Reality I/O Benchmark

25 Pixel	281.88 Kbytes/s
Robots	37.54 Images/s
Fill Rate	22.54 Mpixels/s
City Scene	47.22 Images/s
Visual Appearance	100.00 %

Version 2.0 Performance: 100.00 %

3Dfx WizMark 3 Benchmark

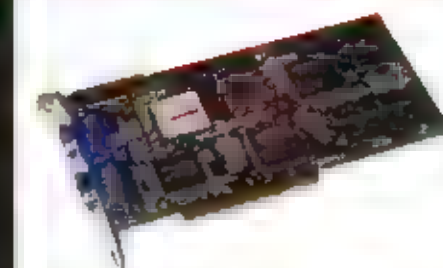
WizMark 3 Score	100.00
WizMark 3 Time	1.00
WizMark 3 Frames Per Second	39
WizMark 3 URL	HTTP://www.3dfx.com
WizMark 3 URL	HTTP://www.finalreality.com

The Diamond Monster 3D II comes with a full version of Incoming, Battlezone and an Electronic Arts sampler CD. On the box of the Monster 3D II it states that there is a full version of Monster Truck Madness 2 but unfortunately it was missing from their first batch. Cyberdyne Systems, a local distributor of the Monster 3D II said they will have a look into this and find out the problem from Diamond Multimedia. They promised to send the missing CD, when it arrives, to all the customers that bought a 12 MB Monster 3D II from them.

Currently the Retail pack is only available from Cyberdyne Systems although there are companies doing OEM versions as well, unfortunately the OEM versions don't include any games and these companies don't sell directly to the public so we will skip them and concentrate just on the retail product.

Cyberdyne Systems offers support for all the cards purchased from them, they are solely based in Gauteng and if you would like to purchase a Monster 3D II at the

Monster 3DII DIAMOND



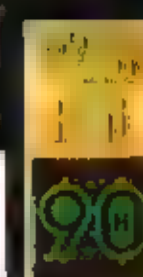
prices I am about to quote you will have to order directly from them. Luckily they don't make a distinction between consumers and dealers, everyone gets the same price. They are currently selling the Monster 3D II for R1892.40 and will even drop the price to R1824.00 per card if you buy two cards. If you live outside the Gauteng

area they will courier the card to you using door to door service for only R175.00. This is an exceptionally good price when considering the other two contenders.

The Monster 3D II comes with a 3-year warranty, which is a bonus considering the other two competitors only offer 12 months. The down side to buying from Cyberdyne Systems is that you have to get your card back to them if your board is faulty or starts giving problems down the line. This is not a problem if you live in the Gauteng area, but for those outside of this area sending a board back means shipping fees. This could easily make up the difference in price between the cards should it happen.

Diamond Multimedia offer up to date driver support via their web site when new drivers come out and have a gaming section dedicated to the Monster 3D II making it easy to gain access to the latest patches for games and to get answers on commonly asked questions.

R 1892.40 RRP
Cyberdyne Systems
(011) 327-0237
www.cyberdyne.co.za



Diamond Monster 3D II Benchmarks

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance

Quake 2 Timedemo Benchmarks			
Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	56.0	54.5
640x480	Timedemo 2 demo2.dm2	53.7	53.5
800x600	Timedemo 1 demo1.dm2	39.1	38.8
800x600	Timedemo 2 demo2.dm2	39.8	39.5

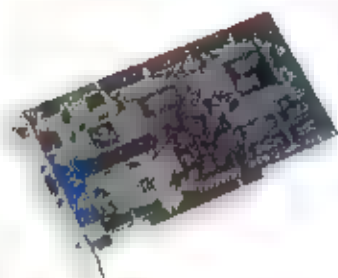
Final Reality 1.01 Benchmark		3Dfx WizMark 3 Benchmark	
25 Pixel	250.61 Kbytes/s	WizMarks	43257.1
Robots	37.54 Images/s	Elapsed Time	: 27.15
FMI Rate	22.43 Mpixels/s	Number Of Frames	: 1058
City Scene	47.42 Images/s	Frames Per Second	: 39
Visual Appearance	100.00 %	HTTP://www.3dfx.com	
Overall 3B Performance = 3.51 Reality Marks		HTTP://www.finalreality.com	

Initially the Pure 3D II would have shipped without any full games but at the last minute Canopus announced that they will be including The Reckoning: Quake II Mission Pack. Boot has also given Canopus a 3Dfx game demo CD to include in the package. Not quite as jam packed as I would have expected the box to be at the price they are selling it.

The Pure 3D II is distributed by Multimedia Warehouse who, incidentally also doesn't sell directly to the public. Their cards are available country wide from computer retail stores so getting your hands on one shouldn't be a problem.

Recommended retail price for the Pure 3D II is \$2999.00, I almost fell on my back when I heard it. The Pure 3D II does come with a TV out for playing games on your TV and a fan mounted on the card, but lets be honest they aren't worth the extra \$400.00.

- Multimedia Warehouse is represented in all the major cities and offer support for faulty or problem cards at these branches. We were unfortunate enough to receive a faulty card and they swapped it out immediately when we returned it. If you are willing to pay the price and



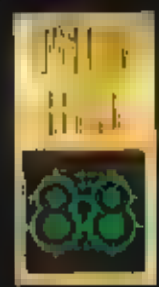
have to have the fastest, you can be
sure to receive support.

The Pure 3D II only comes with a 12-month warranty, yet again I think they should give you an extended warranty since most gamers will be using it past the warranty.

An area where Canopus has always been creative in and try to distinguish themselves from the pack is in their drivers. When you open the Pure 3D II control panel you can immediately see that they do some modification to the 3Dfx drivers.

- before releasing them to the public.
- They include an application launcher and quick control in their drivers, enabling users to change the cards setting from within games. This feature makes it unnecessary to switch back to windows, change settings and re-launch the game.

Due to these added features, Canopus is usually slower in releasing their drivers to the public. Updated drivers are available on the Canopus site together with a FAQ to answers to common problems.



R 2999.00 *Net*
Multimedia Warehouse
(011) 315-1000
www.mhw.co.za

Canopus Pure 3D II Benchmarks

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance

Quake 2 Timedemo Benchmarks			
Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	57.0	56.4
640x480	Timedemo 2 demo2.dm2	54.6	54.5
800x600	Timedemo 1 demo1.dm2	39.4	39.3
800x600	Timedemo 2 demo2.dm2	40.1	39.9

PARADISE

Final Reality I.O! Benchmark		3Dfx WizMark 3 Benchmark	
25 Pixel	282.58 Mpixels/s	Wizmarks - 42862.4	
Robots	37.88 Images/s	Elapsed Time - 27.48	
Fill Rate	22.35 Mpixels/s	Number Of Frames - 1058	
City Scene	43.34 Images/s	Frames Per Second - 39	
Visual Appearance	100.00 %	HTTP://www.3dfx.com	
Overall 3D Performance - 3.55 Reality Marks		HTTP://www.finalreality.com	

Soul Assassin Note

If you are considering upgrading from a Voodoo 1 to a Voodoo 2 based card please keep in mind that there is a minimal performance gain Pentium systems and that the Voodoo 2 will only show a very significant increase if you own a Pentium II based machine. Voodoo 2 cards are processor dependant, their performance scale with the processors speed. Currently the Voodoo 2 hasn't peaked yet and is speculated to peak on a 450 Mhz Pentium II that is still in development, so anyone buying a card will be comfortable to know that your card will grow with your machine.

2003

[illegible]

Throughout the existence of the Sony Playstation we have had to endure one type of controller that certainly did the job but needed a serious contender for official Playstation controller. Tapping the D-pad in those racing and 3D games was resulting in serious finger problems especially after 5 hour sprints.

Finally Sony have added to their minimal range of controllers with the Dual Shock Analog Controller which has the same ergonomic design seen with the standard PlayStation controller. What makes this controller different is the addition of the analog twin thumb-controlled Sticks, each capped with rubber a non-slip grip that gives 360-degree maneuverability. The Dual Shock is the first official PlayStation controller that has analog and digital features giving support for all the latest games on the market and more. I was thoroughly impressed with the ease of use and its ability to be gentle on the hands. After playing Gran Turismo for more than 4 hours I had minimal hand fatigue much less than I was accustomed to with the standard controller.

No batteries are required and the analog sticks have the design has not changed much from the original controller except for extended L2 and R2 buttons, lengthened because of



**THE NEW VIBRATING
DUAL SHOCK™
CONTROLLER**

the thumb grips that change the thumb positions. An all-round feel of comfort and slurdiness stems from the tried and tested design that Sony has stuck with.

But what does the Dual Shock stand for? Well, in short, it's a vibration mechanism within the controller that shakes and jerks with the action played within the game. Honestly this is just a gimmick that gives the Playstation an answer to the Force Feedback of other gaming machines. There is support for the Vibration Mechanism and it responds well to the environment especially the curbs of Gran Turismo that sends the controller into spasms and jolts. It adds to the realism of the action in the games, but I expect gamers to buy the Dual Shock Analog Controller for its controls and not for the massage it gives the hands. This is an excellent addition to your Playstation family that comes highly

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STARCRAFT

ZERG STRATEGY GUIDE

Tips, Cheats and Tactics

PART 2

Soul Assassin taps into the Zerg's thoughts and learns their deepest secrets.

The Zerg's talk of their battle plans and tactics, as well as breakdowns on units and buildings.

To: Chief General Of Military Forces (Presidential Advisor)

Cc:

Subject: [CLASSIFIED] Science Division Report

Note this CLASSIFIED information. Any personnel found in possession of this document without a ULTRA security clearance will be suspended and subject to a Court Martial.

General, we are making great progress with our new experimental Zerg Conscious Tap Device. We have been able to listen into the Collectors of the Zerg, only for short periods though. The brainwave amplifier seems to work well with our test subjects. Here is the latest Communication of the Overmind.

"My children we have traveled a great distance to this side of the galaxy and here we will ultimately become the most Superior race in the universe after the Terrans and Protoss's have been integrated into our Brood. It is now time for you my children to bring about this evolution. To do so you will need cunning and the best warriors we can produce. Although all our warriors will die valiantly for the cause of the brood, do not waste them needlessly. All of you have just been hatched and now we must proceed with your training to enable you to command our forces. Always remember that we are one my children and there is no room for failure and we must succeed in integrating the Terran and Protoss if we are to become the most advanced race in the universe. Good luck, my children. Overseer Soul will now commence with your training."

This was succeeded by detailed information about their units (bugs?) and how to use them effectively against us. They also sent out mind pictures of each unit, included are artist representations of how our test subject perceived them to be.

Hopefully with this information we can cut down on our losses and begin a more successful campaign against the Zerg.

Head Of Black Ops Research

Hatchery

Unlike other races all of your units come from one structure. The hatchery produces larvae that can be turned into Zerg fighting units. One hatchery can only support up to 3 larvae and building an additional one is always a good idea. I usually have three to make sure I can assemble a complete army FASTER. With 3 hatcheries you can create 9 units in seconds. This is where the real advantage of playing as a Zerg lies. At the first opportunity you get evolve the Burrow ability. This feature is integral to the strategy of the Zerg since the Zerg do not have any cloaking units. Not many players realize the added advantage borrowing gives troops and neglect to use it. Remember that building your Hatcheries close to resources, this will enable your Drones to mine faster. Always make sure that your Hatcheries, Lairs and Hives are adequately protected, without them the war is lost.

Hit Points: 1250
Cost: 300 Crystals / 0 Gas
Special Abilities: Provides 3 Control
Produces Larvae
Evolve Burrow (100 Crystals / 100 Gas)
Upgrade To Lair (150 Crystals / 100 Gas) Requires Spawning Pool

Lair

You receive a Lair when you evolve a Hatchery and this should be done as soon as possible, especially on island maps where units need to be moved around with your Overlords. Besides the fact that it can withstand more damage you will also get the opportunity to evolve Ventral Sacs, Antennas and Pneumatized Carapace to improve your Overlord's abilities.

Hit Points: 1000
Cost: 100 Crystals / 0 Gas
Special Abilities: Provides 1 Control
Produces Larvae
Evolve Ventral Sacs (200 Crystals / 200 Gas)
Evolve Antennas (150 Crystals / 150 Gas)
Evolve Pneumatized Carapace (150 Crystals / 150 Gas)
Upgrade To Hive (200 Crystals / 150 Gas) Requires Queen's Nest

Hit Points: 1000
Cost: 100 Crystals / 0 Gas
Special Abilities: Provides 1 Control
Produces Larvae
Evolve Ventral Sacs (200 Crystals / 200 Gas)
Evolve Antennas (150 Crystals / 150 Gas)
Evolve Pneumatized Carapace (150 Crystals / 150 Gas)
Upgrade To Hive (200 Crystals / 150 Gas) Requires Queen's Nest

ZERG STRATEGY GUIDE

Creep Colony

All Zerg structures have to be built on creep (the alive substance around your Hatchery) and the only structures that expand the creep are Hatcheries and Creep Colonies, essentially giving you a larger section to build on. Creep Colonies can be evolved to provide either ground or air support. Don't take these fleshy towers too lightly, they have twice the hitpoints of Terran towers and can provide a lot of defense support for your colony.

Hit Points: 800
Cost: 75 Crystals / 0 Gas
Special Abilities: Metamorphose Into Spore Colony; Requires Evolution Chamber
Metamorphose Into Sunkan Colony; Requires Spawning Pool

Spore Colony

Zerg anti-air towers. They don't do as much damage as the other Spore towers but can take on hell of a wallop. In groups of 3 they are deadly and will deter even Protoss Scouts. Spore colonies are also the only Zerg structure that can sense cloaked units. Watch out for groups of Marines and keep a couple of Hydralisks near them to handle ground based attack on them. I usually build tons of these towers, they are cheap and effective when deployed in numbers.

Hit Points: 800
Cost: 75 Crystals / 0 Gas
Special Abilities: Evolves Hunter
Sensory Organ
Carapace Drop / 15 Damage

Sunkan Colony

Sunkan Colonies provide ground support for the Zerg with a Tower that burrows and pops up under the target. I find Sunkan Colonies to be waste of money, they do devastating amount of damage but their rate of attack is too slow to be useful. A couple of Hydralisks can do the job better as well as provide anti-air support. Unlike Spore Colonies, Sunkan Colonies cannot detect cloaked units anyway.

Hit Points: 800
Cost: 75 Crystals / 0 Gas
Special Abilities: Spawning Pool
Tornado / 30 Damage

Queen's Nest

The Queen's Nest allows larvae to metamorphose into Queen units and has evolution paths that can make a Queen more effective. To evolve a Lair to a Hive, a Queen's Nest will be needed as building one as soon as your resources allow is essential, even if Queens do not factor into your strategy. Evolve the Spore Broodlings first, this ability will kill non-mechanical enemy units instantaneously, then proceed with Genetic Molecule to increase the energy available to Queen units.

Hit Points: 1000
Cost: 150 Crystals / 100 Gas
Special Abilities: Evolve Spore Broodlings (200 Crystals / 200 Gas)
Evolve Eradicate (100 Crystals / 100 Gas)
Evolve Genetic Molecule (100 Crystals / 100 Gas)

Spire

Gives larvae the ability to metamorphose into Mutalisk. Spires are weak structures and need to be protected from early attack, at least until all the other evolutions have been done. Building more than one will speed up your rate of evolution allowing more than one evolution to take place at a time. Just make sure to space them far enough apart so that a nuclear strike will not destroy both. Evolve Spires to Greater Spires as soon as possible, the extra 400 hitpoints can make the difference between being destroyed or not. Like all the upgrades these are essential and should be done as soon as possible.

Hit Points: 800
Cost: 50 Crystals / 200 Gas
Special Abilities: Evolve Into Greater Spire (100 Crystals / 100 Gas) Requires Hive
Level 3 (500 Crystals / 100 Gas)

You receive a Hive when you evolve a Lair. Having a Hive in the advanced stages of a game is absolutely essential, without it you will not be able to build the toughest Zerg units available and without these your Hydralisks and Zerglings will fall prey to more powerful units like the Protoss Zealots. If your main attack is air based, evolve to a Hive as soon as it becomes available to evolve a Greater Spire and start pumping out those Mutalisks and Guardians.

Hit Points: 1000
Cost: 200 Crystals / 150 Gas (Upgrade from Lair)
Special Abilities: Queen's Nest
Provides 1 Control
Produces Larvae

Drone

Putting more than 4 Drones on an Extractor is a waste of Drone power. The extra Drones are best used to mine more crystals.

Hit Points: 750
Cost: 50 Crystals / 0 Gas
Special Abilities: None

Spawning Pool

The spawning pool plays a very important part for early Zerg defense and rush tactics. It enables your larvae to metamorphose into Zerglings and evolve their abilities providing you with cheap units. Zerg are the most adept of all the races for rushing an enemy very early on and get a small army ready to go within a couple of minutes. The Spawning pool houses evolutions to increase Zerglings movement and attack speed, which can greatly increase their effectiveness when deployed in large numbers.

Hit Points: 800
Cost: 150 Crystals / 0 Gas
Special Abilities: Evolve Metabolic Boost (100 Crystals / 100 Gas)
Evolve Adrenal Glands (150 Crystals / 150 Gas)

Hydralisk Den

Enables the larvae to metamorphose into Hydralisks. The Den also serves as the evolution structure for Hydralisks enabling them to evolve with Muscular Augments and Grooved Spines increasing speed and range respectively. It is vital to get the Hydralisk Den up as soon as possible since the Hydralisks can attack both air and ground targets at a range making them excellent support troops. You will also need them for providing base defense early on in the game.

Hit Points: 800
Cost: 100 Crystals / 50 Gas
Special Abilities: Spawning Pool
Evolve Muscular Augments (100 Crystals / 100 Gas)
Evolve Grooved Spines (150 Crystals / 150 Gas)

Evolution Chamber

The Evolution Chamber is yet another structure that is imperative for Zerg defense, without it you will not be able to evolve Creep Colonies into Spore Colonies for anti-air defense. The evolution chamber is where all evolution is done for ground based Zerg units. As with any race upgrading units armor and attacks can be the difference between winning and losing a battle and these evolutions should be done as soon as possible. Always a good idea to have more than one and have them spread out so you can do multiple evolutions at the same time and if one is destroyed still have another.

Hit Points: 750
Cost: 75 Crystals / 0 Gas
Special Abilities: Evolve Metabolic Boost
Level 1 (100 Crystals / 100 Gas)
Level 2 (150 Crystals / 150 Gas)
Level 3 (200 Crystals / 200 Gas)
Evolve Metabolic Boost
Level 1 (100 Crystals / 100 Gas)
Level 2 (150 Crystals / 150 Gas)
Level 3 (200 Crystals / 200 Gas)
Evolve Zerg Carapace Shell
Level 1 (150 Crystals / 150 Gas)
Level 2 (225 Crystals / 225 Gas)
Level 3 (300 Crystals / 300 Gas)

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Level 2 (200 Crystals / 280 Gas) Requires Hive
Level 3 (250 Crystals / 350 Gas)
Evolve Plur Attack
Level 1 (150 Crystals / 150 Gas)
Level 2 (225 Crystals / 225 Gas) Requires Hive
Level 3 (300 Crystals / 300 Gas)

Greater Spire
Received when you evolve a Spire to a Greater Spire. Allows Mutalisk to evolve to Guardians. Absolutely essential for strategies that relies on air units for ground attacks.

Drone
Hit Points: 1000
Cost: 100 Crystals / 100 Gas
Larva
Requires: None
Special Abilities: Metamorphose into Greater Spire (100 Crystals / 100 Gas) Requires Hive
Level 1 (100 Crystals / 100 Gas)
Level 2 (200 Crystals / 200 Gas) Requires Hive
Level 3 (250 Crystals / 250 Gas)
Evolve Plur Attack
Level 1 (150 Crystals / 150 Gas)
Level 2 (225 Crystals / 225 Gas) Requires Hive
Level 3 (300 Crystals / 300 Gas)

Defiler Mound
Allows larva to evolve into the Zerg sorcerer unit Defiler. The Defiler mound houses the evolution genes necessary to make Defilers more deadly and increase their energy limit.

Defiler
Hit Points: 800
Cost: 100 Crystals / 100 Gas
Larva
Requires: None
Special Abilities: Evolve Plague (200 Crystals 200 Gas)
Evolve Consume (100 Crystals 100 Gas)
Evolve Metamorphic Nova (150 Crystals 150 Gas)

Ultralisk Cavern
The Ultralisk Cavern gives larva the ability to evolve into Ultralisk units, the most powerful unit available to the Zerg. Definitely always on my have to get list.

Ultralisk
Hit Points: 800
Cost: 100 Crystals / 0 Gas
Larva
Requires: None
Special Abilities: None

Nydus Canal
Consists of two structures one at the point where you want to send units from and another at the point where you want them to reappear. The Nydus Canal is excellent for moving units over large maps right to the doorstep of the enemy. This dual structure can greatly enhance the Zerg's strategies for long range attack without putting your base in direct danger.

Nydus
Hit Points: 200
Cost: 100 Crystals / 200 Gas
Larva
Requires: None
Special Abilities: None

Infested Command Center
A huge asset if you can manage to infect a Terran Command center. It will turn the Terran structure into a Zerg structure capable of producing suicidal Marines. An Infested Command Center also keeps its Land / Take Off special ability after it has been infected as you can move it back to your base.

Infested
Hit Points: 100
Cost: 100 Crystals / 100 Gas
Larva
Requires: None
Special Abilities: None

Larva
One Hatchery can support up to 3 larva a time and some of the Zerg units can evolve multiple units from one larva at a time, like Zerglings. you get 6 Zerglings for 3 larva. This gives the Zerg an advantage of producing units faster than either the Terrans or Protoss. With 3 Hatchery you can build a complete army within minutes if you have enough resources. As larva are evolved to more advanced states the Hatchery will replace them automatically.

Hydralisk
Hit Points: 35
Cost: 50 Crystals / 50 Gas / 1 Cerebr
Weapon Strength: Claws / 5 +1 per upgrade
Armor Strength: Zerg Carapace Shell / 8 +1 per upgrade
Special Ability/Cost: Provides 8 control

Drone
Drones are the backbone of the Zerg economy and have a major advantage over the other races workers, they can burrow. Whenever an opponent tries to make a quick attack and destroy your Drones make sure to burrow them until the coast is clear. 30 Drones doing resource gathering is usually enough to keep the resources coming in while you spend it concurrently to advance your base. Remember that when building a structure the Drones you assign to do it will disappear so make sure to keep a couple of spare Drones handy, just in case one of your vital structures gets destroyed.

Overlord
Hit Points: 35
Cost: 50 Crystals / 50 Gas / 1 Cerebr
Weapon Strength: None
Armor Strength: Zerg Carapace Shell / 8 +1 per upgrade
Special Ability/Cost: Provides 8 control

Overlord
Overlords are the backbone of your Zerg forces, each contributes to the amount of control necessary to maintain units. Unfortunately they are slow, weak and have no attack capabilities. Their speed can be increased slightly by researching Ventral Sacs, which is essential and should be done as soon as the option becomes available, especially if you are gonna be using Overlords to transport units. Overlords make good scouts during early parts of a game but should be kept well hidden and protected after Zerglings or more advanced units become available. Opponents usually go for your Overlords first since they are slow and weak. This can put a real dam in your unit capacity and should be avoided at all costs. Overlords have an advanced sensory organ that can be used to detect cloaked units. I usually have a couple of extra Overlords that just fulfil this function and keep the rest hidden away.

Overlord
Hit Points: 35
Cost: 50 Crystals / 50 Gas / 1 Cerebr
Weapon Strength: None
Armor Strength: Zerg Carapace Shell / 8 +1 per upgrade
Special Ability/Cost: Provides 8 control

Zergling
Larva evolve fast into Zerglings and the Zerg can have a substantial attacking force ready before other races even start thinking about a defense. A lot of players consider this rush tactic unfair but this is one of the main advantages playing the Zerg. Who said War was fair anyway? Zerglings work best in groups and sending groups out in smaller numbers than 10 is usually suicide since they are easily killed due to their low hit points. A couple of these groups working together can do a devastating amount of damage. Zerglings are also useful for detecting enemy presence at resource sites. Just take a single Zergling to all the resources and burrow him. If your opponent tries to mine there you will be able to spot him on the minimap.

Zergling
Hit Points: 35
Cost: 50 Crystals / 50 Gas / 1 Cerebr
Weapon Strength: Claws / 5 +1 per upgrade
Armor Strength: Zerg Carapace Shell / 8 +1 per upgrade
Special Ability/Cost: Provides 8 control

Hydralisk
Hydralisks are the most versatile units available to the Zerg and should make up a good portion of your army. They can attack ground and air units with their Needle Spines at a distance and make good support troops because of this. The same applies to the Hydralisks as the Zerglings, they are best used in numbers. I usually keep them in groups of 5 and attack with a couple of groups at a time. Hydralisks

Shall we play a game?



WARGAMES



ZERG STRATEGY GUIDE

are excellently suited for ambushes, take about 20 position them near the enemy's base, burrow them and wait. If you see your opponent trying to sneak some workers to a resource point or a small attack party to your base pop up and attack them. Just remember to burrow them afterwards and give injured Hydralisks a chance to regenerate their hitpoints.

Hitpoints: 80
Cost: 75 crystals / 25 Gas / 1 Control
Weapon Strength: Needle Spines / 10 +1 per upgrade
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Burrow



Queen

Queens are fast and have various special abilities at their disposal that can make your enemies life a living hell. Unfortunately they don't have a default attack and will need support when moving into a battle situation. Always build a good number of Queens and use them to collect recon data before you begin with your major offensive attack. Queens also make good scouting units due to their speed.

Hitpoints: 120
Cost: 100 crystals / 150 Gas / 2 Control
Weapon Strength: None
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Parasite / 50
Spawn Broodling / 150
Ensnare / 75
Infestation / 0



Parasite

When you succeed in attaching a parasite to an enemy unit you will be able to see the unit's surroundings as it moves around on the map and maybe even get a glimpse of the inside of your enemies base. The only way for opponents to remove the parasite is to destroy the affected unit or structure. Create a diversion for the Queen so that your opponent will be busy with the diversion while you use parasite on one of his units that he is not concentrating on. There is nothing worse than having your opponent see on what unit you used Parasite, they usually go ahead and destroy that unit. Parasite is a vital part of collecting information on your enemies and it is the first ability I evolve for the Queen as soon as I have enough resources.

Spawn Broodlings

Spawn Broodling is probably the most feared ability in the whole Zerg arsenal. Spawn broodling will kill any ground unit instantaneously while providing you with 2 broodlings as well. Evolve this ability as soon as you have finished with Parasite.

Ensnare

Ensnare slows down the movement and attack rate of enemy units and is best used on groups of units. Works great if your opponent tries to rush into your base with a battalion of units that are close to one another. When using this ability make sure that your forces are not in the Ensnare zone as it is not discriminating and will slow down any of your units caught in its path as well. Ensnare is also useful for revealing cloaked units that you know are there, but cannot attack. When Ensnare is used on cloaked units they become visible to your forces and can then be attacked.

Infestation

Always make sure you take a Queen along when playing against Terrans. An opportunity to use this ability does not arise often but when it does it can seriously damage the morale of your opponent. There is nothing like using your opponents Command Center against him. Infestation will sadly only work on Command Centers that have under 50% of their hit points. Should you succeed in infesting a Command Center you will be able to train Infested Terrans who act like suicidal human bombs.

Broodling

The only way to attain broodlings is to use the Spawn Broodling ability of the Queen. Whenever she uses it on an enemy unit out pops two broodlings. They are very weak and will die eventually even if you don't use them. It is best to use them immediately whenever they appear after Spawn Broodlings so you can do as much damage as possible before they die.

Hitpoints: 30
Cost: None / Special Ability Of The Queen
Weapon Strength: Toxic Spores / 5 +1 per upgrade
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: None



Defiler

Defilers are the sorcerers of the Zerg and can cast one defensive and one offensive spell. Unfortunately like the Queen they are weak and have no default attack of their own and therefore need support units when going into battle. Defilers are excellent for weakening your

opponent's defenses and resource mining with Plague. They can also defend your ground units with Dark Swarm.

Hitpoints: 80
Cost: 25 crystals / 100 Gas / 2 Control
Weapon Strength: Venom
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Dark Swarm / 100
Plague / 150
Consume / 0



Dark Swarm

Dark Swarm shrouds your units in a thick concentration of insects preventing them from taking damage from ranged attacks. It literally makes your units within the Swarm invulnerable to most Terran attacks. Dark Swarm is best used against Terrans and is virtually useless against the Protoss. If your opponents is playing with the Terrans make sure to get Defilers and Dark Swarm as soon as possible.

Plague

Plague can do devastating amounts of damage to units if used correctly. Although it won't kill a unit it will reduce its hit points by 300 or if the unit has less reduce it to 1. Plague can be used to weaken enemy's defenses with Hit & Run tactics. Run in attack a unit/structure and run away until you have enough energy to do it again. I usually use 4 Defilers when using this tactic. I also use the consume ability and have a couple of Zerglings follow me around at a safe distance. This way you can get your energy up quickly to do more Hit & Run attacks.

Consume

Consume allows Defilers to eat their fellow Zerg to regain 50 energy instantaneously. Since you only get back 50 energy, regardless of what level of Zerg unit you consume, Zerglings make a great choice since they are so cheap.

Scourge

Scourges are best used to defend your base from air attack. Battle Cruisers and Protoss carriers. They are weak and extremely fast. It usually only takes 5-6 Scourges to take out any air unit in the game, but they die doing so. Always have a couple of these suicidal units standing by at your base and remember to replace the ones you lose when they attack. Keep them well protected during idle times, as your enemy will very likely try to take them out before mounting an air attack. With 20 hit points a capable unit can take one out in 1-3 shots.



Hitpoints: 20
Cost: 25 crystals / 75 Gas / 1 Control
Weapon Strength: Plasma Metamorphosis / 110
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: None

Mutalisk

Mutalisks are fairly weak but can pack quite a punch with their attacks that ricochet twice off targets. This ability makes them useful for taking out closely spaced enemy units and buildings. Like all other Zerg units they are weak if used in small numbers and only perform when in groups of 5 or more. Mutalisks only take half damage from Terran Wraiths and Protoss Scouts making them ideal for defensive and offensive attacks. A good tactic is to build about 15 Mutalisks accompanied by 15 Hydralisks and 3 Ultralisks. Just head over to a point where your enemy is starting to establish secondary bases and annihilate his presence before he gets the base going.

Hitpoints: 120
Cost: 100 crystals / 100 Gas / 2 Control
Weapon Strength: Acid Spray / 9, 4, 1 +1 per upgrade (Ricochets 3 times)
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Guardian Aspect 50 crystals / 100 Gas



Guardian

When you have evolved a Greater Spire your Mutalisks will be able to evolve into Guardians. These creatures have the longest ranged attack available in Starcraft and are ideally suited for nullifying opponents defense structures. Unfortunately they have no air attack capabilities, are slow and unlike the Mutalisk, Guardians take full damage from Wraiths and Scouts. Because of this you need to provide them with support troops, that can handle air units, most of the time.

Hitpoints: 150
Cost: 150 crystals / 200 Gas / 2 Control (Mutalisk & Guardian)
Weapon Strength: Acid Spore / 20 +2 per upgrade (Ricochets 3 times)
Armour Strength: Zerg Carapace Shell / 1 +1 per upgrade
Special Ability/Cost: None



ZERG STRATEGY GUIDE

Ultralisk

The most powerful unit available to Zerg forces, the Ultralisk can put fear into the heart of any enemy. They use powerful Kaiser Blades for their attack, which are close range weapons. Ultralisks do lack in two key areas namely, burrowing and air attacks, they lack both of these and therefore need support units like Hydralisks to escort them. Ultralisks work well with Gaurdians and Mutalisks to take out enemy defense structures like the Protoss Plasma Cannon and Terran Missile towers and Bunkers.

Hitpoints: 400
Cost: 200 crystals / 200 Gas / 6 Control
Weapon Strength: Kaiser Blades / 20 +3 per upgrade
Armour Strength: Zerg Carapace Shell / 1 +1 per upgrade
Special Ability/Cost: None



Infested Terran

Infested Terrans, if you can get your hands on a Command Center, are excellent for setting ambushes. They have the same Burrow ability that the rest of the Zerg units have and can regenerate hit points as well. They explode on reaching an enemy target and do a large amount of damage in the ensuing blast. Be careful not to have any of your units near or they might take damage as well. Infested Terrans don't have a lot of hit points and will not explode if they are shot so keep them safe. A good tactic is to burrow a few near your enemy's base and have them attack any enemy units coming out of the base.

Hitpoints: 80
Cost: 100 crystals / 50 Gas / 1 Control
Weapon Strength: Suicide Bomb / 300
Armour Strength: Zerg Carapace Shell / 0 +1 per upgrade
Special Ability/Cost: Burrow



MORE GENERAL STRATEGIES

Continued from last month here are some more strategies that don't apply to any specific race but can be used effectively with any of them. Know these strategies, if you don't, your opponent will. War is after all unfair and ruthless, there are no rules and the one with the best strategy will always be the winner in the end.

One of the most important factors that you must know to master Starcraft is which of your units can counter each of your enemies units effectively. Its no use sending a single Zergling to attack a Terran Siege Tank when a Mutalisk or Guardian will do the job better since Siege Tanks are vulnerable against air attacks and have no defenses against them.

Collect info on the enemy's force strength and expansion regularly, don't just explore the map and forget about it. The little information gathered this way can help you plan the attack strategy possible.

The key to playing other human opponents is early attacks and constant harassment. War is not for pacifists who want to sit idly by and build a good base defense while they wait for an attack to come. Take the battle to your enemy and don't wait for him to bring it you. Nine out of ten times the more aggressive player will win the War by taking the battle to the enemy.

Know your upgrades. Know what they do and where to build them as well as when to build them. Usually all your weapons must be upgraded first before you move on to armor. You will find your units living much longer with upgraded weapons than with upgraded armor. Upgraded weapons do significantly more damage to enemy units while armor only partially blocks attacks even when upgraded entirely. One of the most important battle strategies a commander needs to know is how to use ground and air forces collectively so that they complement each other. Too many times have I seen players solely concentrating only on air units or solely concentrating on ground units. Another

important point to remember is to develop new strategies and test out how different units work together. A lot of players will stick to a strategy that works but will never change it even if his opponents have found weaknesses. Avoid this happening to you.

GENERAL ZERG TACTICS

Playing as the Zerg require a fast paced game, they can easily take out any of the other two races early on. You can have an army ready to attack in minutes even before other races start on their defense. Other players might complain about rushing but who said War was fair. Zerg players tend to forget about the burrow feature and never really include it into their strategy. Don't make the same mistake and use it often. It's very effective to hide your units from prying ghosts looking to make your butt. One of the most important factors of playing the Zerg is expansion. I mentioned it under general strategies as well, but it is doubly important for the Zerg.

BEGINNING AND DEFENSIVE TACTICS

This is one of the many tactics that can be used by Zerg Commanders, it is in no way the best (as there will always be a better way) but the most effective we hear at 'New Age Gaming' use. First I have to mention that the Zerg play a LOT differently than any of the other two races and can require some sneaky tactics your opponent is liable to flame you for.

You will start off with 4 Drones and need to increase their number to 7 and have the 7th evolve into a Spawning Pool. Now you have the difficult choice of deciding to either rush one of your opponents (which works well with 3 or 2 player games) or start building a defense (which works well for 4+ player games). If it is to be rushing you must proceed directly to evolving your larva into Zerglings, including an Overlord when needed, until you have 10 and then attack your enemy and then proceed with the defenses. If defense is more important then you need to evolve one larva into a Drone who must then proceed to evolve into an Extractor and the other two larva into Overlords. Get 4 extra drones and set them working on bringing in Vespene gas, never use more than 4 Drones on any Extractor, this will only slow down their gathering. Unfortunately the Sunken Colonies attack rate is too slow to provide a real defense so you need to make your next structure a Hydralisk den and start pumping out Hydralisks to defend your base. You can also use Zerglings for this but I find them a bit weak, just proceed to the Hydralisks since they have the ability to attack air units as well. I evolve larva into a mixed group to get a defense up and increase my resource income at the same time. Two larva get morphed into Hydralisks and the third a Drone who will proceed to mine crystals. By the time I have 10 Hydralisks I start evolving all my larvae into Drones until I have 6. Use one to evolve into an Evolution chamber, one for an extra Hatchery and send 3 out to start expanding your resource base, building Hatcheries where they find any. Next on the list is some Spore Colonies which you can get since you have an Evolution chamber up already. Three of them will be enough in the beginning but remember to build more as the game progresses and keep them defended by ground units like the Ultralisks or Hydralisks since they are vulnerable against ground attack. Keep on progressing up the tech tree until you finally have a Queen's nest, Greater Spire and Defiler mound and then you are ready for some serious action. Just remember to keep the pressure on your opponent and send out units to harass him and force him to replace lost units.

GENERAL ZERG TACTICS

The Zerg have a big advantage when it comes to recon work. Zerglings are cheap and you can send on every now and again into your enemies to see what how his forces are progressing. Queens can also be used for this task because of their exceptionally high movement rate and their parasite ability. Pop in, use parasite on an enemy unit, preferably an expensive unit, pop out and return to base. This way you can see everything the affected enemy unit can see. All of this should be done before you attempt to launch your main attack. First try to establish a Nydus Canal out side your enemies base for transporting units to the area, this way you can move a lot of units to the area quickly as well as retreat to your base if things get ugly. The worst that can happen is that you lose a Drone or

one end of the Nydus Canal. Our main attack usually consists of Ultralisks in the front and Hydralisks in the back that offer air support to the Ultralisks. Also remember to take an Overlord or two with when you are expecting cloaking units. Defilers can also be included if you are having problems, use their Dark Swarm on the units participating in the attack. I usually take 4 with and supplement their energy with a couple of Zerglings using consume. You should also bring in a couple of Guardians and Scourges, use the Guardians to attack defenses with their long range and use the Scourge for support. Just send them against any air units that try to eliminate your Guardians. Using this combination you should be able to bring down the enemy defenses fairly quickly. You can also use the Defilers to cast plague on defensive structures, this will increase the rate at which you take out defenses since Plague reduces a buildings hit points by 300.

ZERG STRATEGY GUIDE

If performed correctly you should do some serious damage and take out most, if not all of your enemy's force. Just keep replacing the units that are lost, this is easy enough since the Zerg can pump out units faster than anyone else. Another advantage is that the Zerg units are fairly cheap. After your opponents defenses are down move in for the kill. A group of Guardians and Ultralisks can take down most buildings in seconds. Take out any building that can produce units first, I usually go for structures that produce air units first and then move on to ones that produce vehicles and finally on to ones that produce ground units. This way makes it harder for your opponent to build units and launch a last ditch effort at a defense.

Hope you enjoyed the Zerg's. Next month Soul Assassin finishes up with the Protoss.

PLAYSTATION CHEATS

Treasures of the Deep

Pause the game to enter these codes. All of the codes start with the following - Down, X, Left, Square, Up (2), Triangle (2), Right (2), Circle (2) - Make sure to enter it before you enter the codes below.

Disable currents - R1, L1, L2, R2, X
Turbo mode - R1, R2, R1, R2, R1, R2
All equipment - L1 (4), R1 (4), L2 (4), R2 (4)
Level select - Down, Right, Up, Left, Triangle, X
All levels complete - Square, X (3), Square, Triangle (3), Square, X (3)
All weapons - R1 (4), L1 (4), R2 (4), L2 (4)
Level skip - Triangle (3), Down (3)
Extra continues - R2 (3), L2 (3)
Extra gold - R1, R2, L1, L2, R1, R2, L1, L2
Add tablet piece - L1, L2, L1, L2, Square, Circle
Unlimited air - Triangle, Circle, X, Square, Up, Right, Down, Left
Unlimited health - Triangle (2), X (2)
Full air and health - Up, Down, Left, Right, X (2)
Unlock all doors - X, Circle, Triangle, Square
Unlimited payload - Triangle, Up, X, Down
Bonus FMV sequence:
Complete all levels and collect all tablet pieces to access the bonus Atlantis level. Complete the bonus level to view an FMV sequence featuring the development team.

Deathtrap Dungeon

Level Select
At the main menu press the following quickly - L1, R1, Triangle, Triangle, Square, Circle, R1, L1 - then go into the load game menu to switch between levels.

Resident Evil 2

Alternate uniforms:

Complete either character's first and second scenarios in less than three hours. A zombie in a uniform will appear after both missions are completed to confirm correct code entry. Load the saved game and begin the first scenario by going to the police station without collecting any items. Quickly move past the zombie that appears in the alley near the police station. Collect the shotgun, then kill the zombie. Take the special key from the zombie's body to open the lockers with alternate uniforms. Claire has a single alternate uniform, with a quick shooting revolver. Leon has two alternate uniforms, one of which will allow him to shoot with one hand.

Unlimited weapons:

Complete either character's first scenario in under 2.5 hours with an A or B ranking for the special rocket launcher. Complete either character's second scenario in less than 2.5 hours with an A or B ranking for the special gailling gun. Complete either character's second scenario in less than 3 hours with an A or B ranking for the special machine gun. The special weapon will appear in the next game after the first chest is opened.

Forsaken

Various Cheats Passwords

Play as Boord

Level 2 - 64QV141K
Level 3 - S816OS62
Level 4 - ND1NOS53
Level 5 - QJ2BO45N
Level 6 - DN2QOO35
Level 7 - ZS38OX7Q
Level 8 - QX3QON5R
Level 9 - CO44O42S
Level 10 - 64DS1419
Level 11 - 58P81O1B
Level 12 - HDYNOO3W
Level 13 - TJZ2OX6D

Play as Curvel Clark

Level 2 - 3NOVSXOY
Level 3 - 7S9DSS17
Level 4 - 3X9VSSO+
Level 5 - 8OLGS81J
Level 6 - 88LJS4B2
Level 7 - LDM6SODM
Level 8 - 2JMOTO8N
Level 9 - BNN2SOBP
Level 10 - QSNJTOFO

Nightmare Creatures

Enter Left, Up, X, Square, Down, Triangle, Square, Down at the password screen.
You now have the option of infinite lives, level selection, and more.

PLAYSTATION CHEATS

Diablo

Unlimited Gold

Begin a multiplayer game with 2 characters and give all the gold to one character. Save the game for the character with the gold, but not the other character. Restart the game, and the player that was not saved will have the same amount of gold present before giving it to the other character. Repeat this process to build an unlimited amount of gold.
Note: This also may be done with elixirs after they appear in the game to allow a character with enhanced attributes to be built.

Item Duplicator

You can duplicate a belt item by dropping 9 items on the ground (creating a 3 by 3 square). While standing on the center item you just dropped, pick the item you wish to duplicate and press the X button. Then press the Triangle button. Now what happens is that the original item stays in the belt, and a duplicate item is dropped to the ground. Remember that this only works with belt items.

Crash Bandicoot 2

Extra Lives:

In the second warp room in front of the level "Bear II", jump on the cute little polar bear 10 times and he will give you 10 extra lives!

Boss Warp:

To go to the next or previous boss, press and hold L1, L2, R1, R2, and Triangle when standing on the middle platform of a warp room.

Hidden Warps

Beardown - the small ice floe at the end of the stage
Aircrash - the second river, don't jet ski, but jump on the boxes to the platform
Unbearable - when the cub bucks you off, go back until you see him again.
Hangin' out - when you drop down a hole into some eel-less water go into the foreground and drop down a hole. Use R1 to make crash pull up his legs.
Diggin' it - near the end there is a spitter plant on a circular platform. Belly flop onto it.

Red Alert

All cheats are activated by clicking the Team Buttons on the Tool Bar with the Cancel Button (default is O Button for the pad). If a mistake is made when entering the cheat, clicking anywhere else on the Tool Bar or clicking on the Team Buttons with the Action Button will clear out the code and the player can start over.

Full Map - Square, Triangle, Circle, X, Triangle, Square
Chronoshift - Triangle, Circle, Circle, Square, Square, X
Money - Square, Square, Circle, X, Triangle, Circle
Nuke - Circle, X, Circle, Triangle, Square, Triangle
Soylent Green - X, Circle, Triangle, Triangle, Circle, X (Multiplayer Only)
Win Level - X, Square, Square, Circle, Triangle, Circle

Soviet Level Password

Level 1 - 17DUXFJ6C
Level 2 - VMBWQ284
Level 3 - XN37MCCSO
Level 4 - LH06FZZQL
Level 5 - BUVV20LFF
Level 6 - AVYO10YAS
Level 7 - LZRJTMQAN
Level 8 - YQX4C9GFH
Level 9 - 1QES08LE0
Level 10 - RKP0UOXJA
Level 11 - CDLYL704
Level 12 - 8T5GGDK25
Level 13 - X5CDE0KN8

PC CHEATS

Motorhead

Supercars-mode:

In personal options, enter name: "Supercars", and team: "Grem". The camera will now show the races from above.

Mega-springs-mode:

In personal options, enter name: "Demon", and team: "Grem". Your car will be equipped with a very bouncy suspension.

All Cars & Tracks:

In personal options, enter name: "R Peterson", and team: "Swe".

Hell Mode: (Hardware

acceleration only)
In personal options, enter name: "Lemmy", and team: "Ace".

TRON-mode: (Glide only)

In personal options, enter name: "tribute to tron". All geometry will now be rendered with hidden-line vector graphics.

World Cup 98

Zico - Enable 1982 Classic Match
Hurst - Enable '82/'74/'70/'66 Classic

Kenny - Flaming Ball
Gabo - Big heads
Kyle - Skeleton players
Cartman - Take a dive
Gonzo - Hot potato
Mr Hat - Crazy Ball
Powder - Silly Moves
Nella - Alien Model

Cricket 97

Pause the game by pressing the space bar, then type: **starwa** - to activate cheat mode, a message like "Warp Speed Captain" will appear and all the bowling by the bowler and run making by the batsmen will be at "warp speed".

Another code once the above cheat is activated can be entered the same way: **sari** - to activate Low Gravity.

Forsaken

Type those codes at any menu:

BUBBLES - Cheat Mode On
IANZEUS - God Mode
FULLMONTY - Level Select
LUMBERJACK - Missile Toggle on. Hit Mug quick key once for normal, twice for Spiraling Mug, three times for Bouncy Mug. Hit Solaris quick key once for normal, twice for Homing Plasma, three times for powerful Blue Homing Plasma.
JIMBEAM - Beam toggle on. Hit laser quick key once for normal Laser, twice for Electro-beam, three times for Superbeam.

Tomb Raider 2

Level Skip Code

While in a level do the following with Lara: Press the Forward Slash key (/) so that Lara will draw a flare. Now, walk one-step forward (hold down the walk key and press the up arrow), take one-step backward (hold down the walk key and press the down arrow), turn around 3 full times (doesn't matter which direction), and then do a Forward jump.

All Weapons Code

While in a level do the following with Lara: Press the Forward Slash key (/) so that Lara will draw a flare. Now, walk one-step forward (hold down the walk key and press the up arrow), take one-step backward (hold down the walk key and press the down arrow), turn around 3 full times (doesn't matter which direction), and then do a Backward jump.

THE END!

WOW! Our third issue. Everyone here at Nag would like to thank the gamers that buy our magazine for their support. Your response to our magazine has been absolutely phenomenal. We will continue to bring you up to date reviews and information about current games.

Yet another month has gone by and did it fly. Warren came back from E3 with two suitcases full of pamphlets, CDs, magazines and the odd controller that he won at stands. It took him quite some time to sort through all that stuff and write his article. I hope all you gamers enjoyed the jam-packed E3 Report Back. It looks like there will be a horde of games coming out in the next year. He was also kind enough to bring me a copy of Unreal from the States for my birthday. I would just like to say 'Thanks a lot man!'

As we rap up this issue we are already working on our next one and there will be some excellent games in our review section. We will be looking at first official mission pack for Quake 2 called the Reckoning, Final Fantasy VII, The X-Files, Mech Commander and Commandos: Behind Enemy Lines to name a few. The Reckoning adds some new monsters, weapons and maps to enhance the Quake 2 experience as well as giving all you single mode players something to do till the wee hours of the morning.

SquareSoft will be releasing the conversion of their top selling Final Fantasy VII for PC. At last computer owners will be able to see what PlayStation owners have been raving about. Final Fantasy VII immerses you into a Sci-Fi fantasy world where you decide the fate of a planet RPG style. Except for a few fixes and graphical improvements Final Fantasy VII should stay true to the original.

The X-Files action/adventure game put you into the shoes of FBI agent Craig Williams. You will be assigned a case and get to examine evidence, interview witnesses and interact with some of the famous X-File characters.

From the Commandos demo we received from E3 it looks like you will be commanding a World War II squad through missions into Nazi Germany. The game will feature 14 missions with real-time combat that stresses strategy and tactics over firepower.

MechCommander will be a real-time action strategy game of tactical combat and resource management set in the stunningly detailed BattleTech universe. You command a unit of MechWarriors, guiding them through their missions. Your objective is to retake planet Port Arthur from the technologically superior Smoke Jaguar Clan.

You can also look forward to the second installment of Mavericks Demo Scene editorial. We hoped this issue was informative and gave you some idea of the games coming in the next 12 months. If you have any comments please send them to comments@nag.co.za. We always look forward to receiving feedback from our readers.

Till next month, keep fraggin, kickin butt, strategizing, sportsizing and playing games. CHEERS!



Commandos: Behind Enemy Lines

Mechcommander



X-Files



Quake 2:
The Reckoning



FINAL FANTASY VII

A GAME SO BIG, IT'S

UNREAL



Un...imaginable

A NEW AMAZING 3D ENGINE

Un...precedented

RUTHLESS ARTIFICIAL INTELLIGENCE -
THE NASTIES WILL HUNT YOU DOWN!



Un...believable

HYPER REALISTIC ENVIRONMENTAL
EFFECTS



Un...compromising

AN ENDLESS MULTIPLAYER UNIVERSE
OF USER-CREATED, HOT-LINKED LEVELS

Un...limited

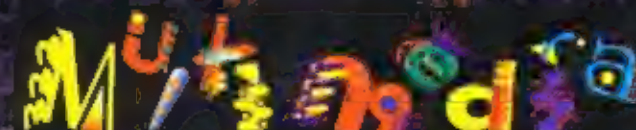
A REVOLUTIONARY EASY-TO-USE
LEVEL EDITOR



Un...bearable

OPTIMISED FOR MMX AND LEADING
3D ACCELERATORS

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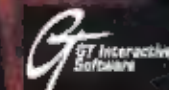


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